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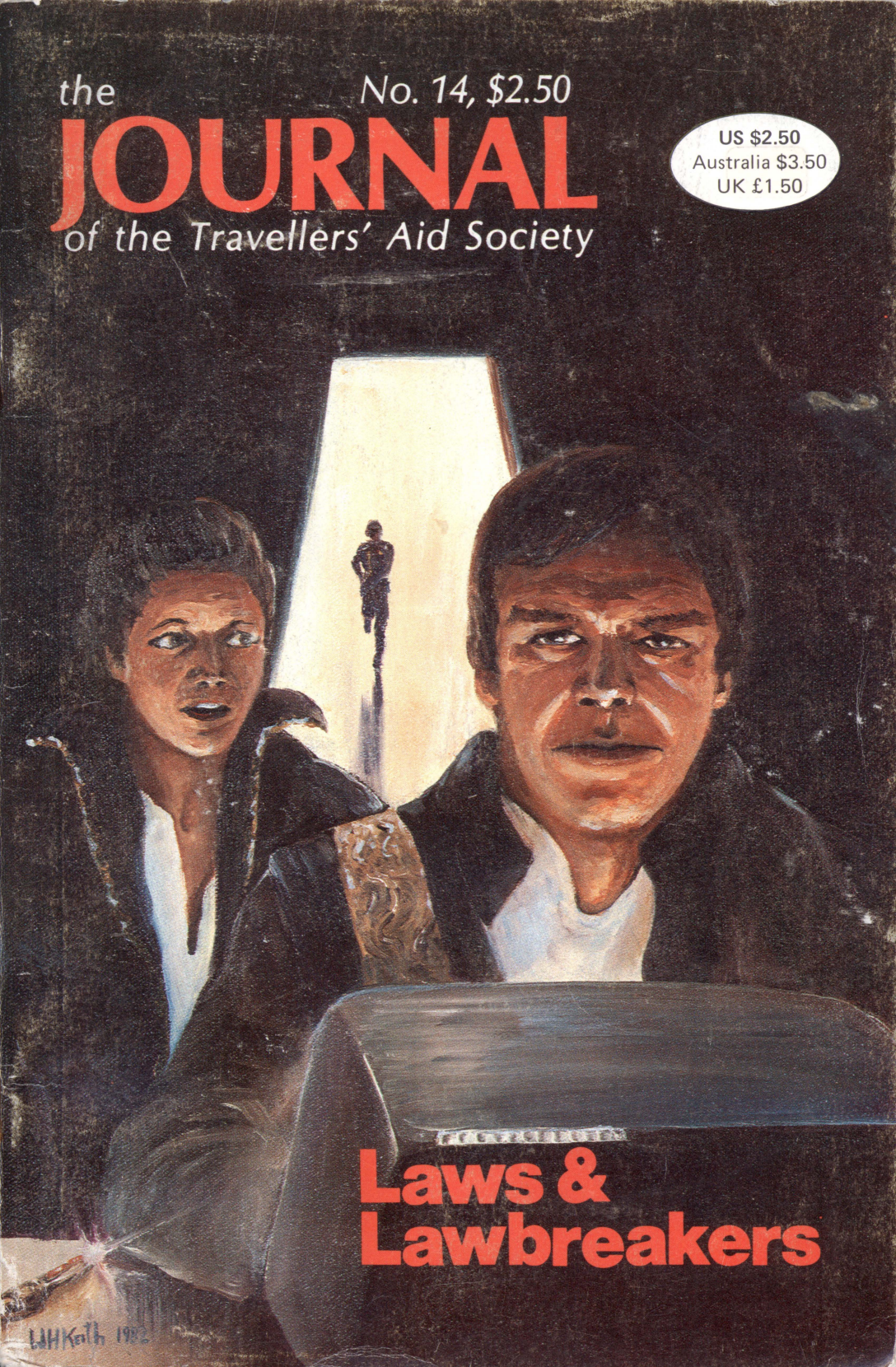

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Traveller is Game Designers' Workshop's registered trademark for its role-playing game of science fiction adventure set in the far future.

Dates in this issue of the *Journal* are given in accordance with an arbitrary Imperial calendar of 365 days. The date consists of a three-digit number (the current day of the year) a dash and a four-digit number (showing the current year since the founding of the Imperium).

The date of this issue is **258-1108** or the 258th day of the 1108th year of the Imperium.

The *Journal of the Travellers' Aid Society* is a science-fiction gaming magazine dedicated to **Traveller,** GDW's role-playing game set in the far future.

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WINNER— H. G. WELLS AWARD: BEST MAGAZINE COVERING ROLE-PLAYING, 1981

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Submissions: We welcome articles and illustrations for the Journal. Please inquire before submitting manuscripts, enclosing a stamped, self-addressed envelope; we will send manuscript guideline and format sheets.

From the Management

Once again, the summer convention season is past, and things can return to what passes for normal around the Workshop. GDW took a number of awards this year. Of special interest to the readers of the Journal are the facts that Marc Miller was inducted into the Adventure Gaming Hall of Fame and that the Journal won its third consecutive H. G. Wells award for best magazine covering role-playing. The staff of the Workshop and the Journal would like to thank our readers, who nominated us, and the members of the Academy of Adventure Gaming Arts and Design, who gave us the award. We hope we can continue to uphold the quality which has brought us these honors.

For those of you who didn't notice, the Journal began using full-color covers last issue. Our circulation has now reached the point where this is no longer prohibitively expensive. We hope you are pleased with the Journal's new look.

A point of recurring concern to our readers seems to be that the Journal is going off the track. It's a rare week when I do not receive a letter detailing how great the Journal used to be, and how it is currently straying from that greatness because of our increasing emphasis on this subject or that, and won't we please stop devoting so much space to ancillary subjects and get back to the *real* **Traveller.** At first, I was worried by these letters, but it soon became obvious that no two agreed exactly upon what *real* **Traveller** should be. Dave Emigh's Charged Particle Accelerator Weapons article in issue 13 is a case in point. I decided to print it in response to several requests that we deal with the scientific basis of **Traveller** in a little more detail. As can be seen by the feedback, most were satisfied with the article. However, a highly vocal minority downrated the article, claiming it was of no use to them as **Traveller** players. In a similar vein, whenever we publish military organizations, one or more people write to complain that they have no use for them, and ask why we don't print something useful to all **Traveller** players. Here's the problem: there are very few things that all **Traveller** players are interested in. **Traveller** has so many facets, and has grown so large, that few players try to do it all.There are groups that concentrate on large-scale starship actions at the expense of the individual role-playing aspects. There are groups that run nothing but mercenary tickets and groups that ignore the military life to concentrate on economic pursuits, such as running free traders. I have a letter from a referee whose players want to do nothing but partake in political intrigues, and several from people who play only *Striker* scenarios.

The point of this rambling discussion is that no matter what I print, some **Traveller** players will not be interested in it. Since I cannot completely satisfy every one of the Journal's readers, the best I can hope for is to try to keep everyone's dissatisfaction to a minimum. This way, although there will always be an article or two which you are not interested in, hopefully there will always be at least one article you can

use in every issue.

A partial solution to this problem would be to include more material in each issue or publish more frequently. The Journal cannot take the suggestion one reader made a couple of years ago to "eliminate advertising and get rid of the table of contents, since I read every issue all the way through anyway". For various reasons, the Journal can't increase the number of pages in an issue, nor can it shift to a larger format. This leaves the option of increased frequency. GDW is currently exploring the possibility of publishing the Journal bimonthly (6 times per year). Since there are a number of potential problems with increasing the Journal's frequency, nothing has been decided upon as yet. Don't expect to see a decision this year.

For those of you who are interested in John Ford (author of last issue's amber zone, "Thoughtwaves" and several items in this issue), his novel *Princes of the Air* will be published by Timescape in November.

The responses to the feedback declined somewhat this time. Only 116 responses were received. The results were as follows:

Contact: Hivers	4.2
AZ: Lockbox	3.8
AZ: Thoughtwaves	4.2
CPAWS	3.8
Disease in Traveller	3.9
High Finance	3.5
From The Management	3.5
Just detected	3.0
Traveller News Service	3.7
Casual Encounters	3.8
Ship's Locker	4.0
Bestiary	3.6
Issue overall	4.0

A number of people have asked why we stopped printing the responses to the essay questions. The answers to these questions (except for the first batch) are intended for our own use, and have little utility to the average reader.

I would like to urge every reader of the journal to respond to the feedback, even if you do not receive a subscription copy with the feedback form printed on the mailing wrapper. Simply rate the articles and features from 1 (bad) to 5 (excellent), and answer the additional essay questions below (ignore any which do not apply):

First, what problems do you experience as a referee? Are these problems the fault of the referee, the players, the rules, or a combination?

Second, what problems do you experience as a player? As above, what is the apparent source of difficulty?

Third, would you like to see an article or series of articles geared to helping beginners get started in **Traveller?** Should these articles concentrate on the problems experienced by a beginning referee, the beginning player, or both?

— Loren K. Wiseman

Traveller is available overseas through GDW distributors in the UK and Australia. We recommend that our readers in these countries obtain copies through their respective distributors.

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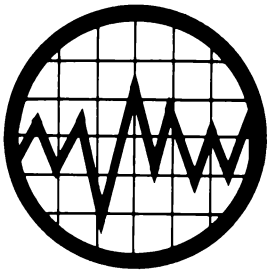

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Publisher: FASA, PO Box 6930, Chicago, IL 60680.

TRAVELLER NEWS SERVICE

EQUUS/LANTH (0807-B55A858-B S) **Date: 204-1108**

¶ Equus authorities have learned that the disappearance of the merchant vessel Harun-al-Rashid was due to barratry, not terrorism, as had been originally suspected. Testifying in admiralty court today, in return for immunity from prosecution, the navigator of the vessel stated that he, along with the captain and engineer, wrecked the ship after surreptitiously selling its cargo. The crew, transferred off the vessel before it was set on a collision course with an outsystem planetoid, were offered a cut of the profits to keep quiet.

¶ The two officers were convicted on the basis of the navigator's testimony, and were each sentenced 25 years on Equus' penal island. Charges against the ship's navigator were dropped. Ω

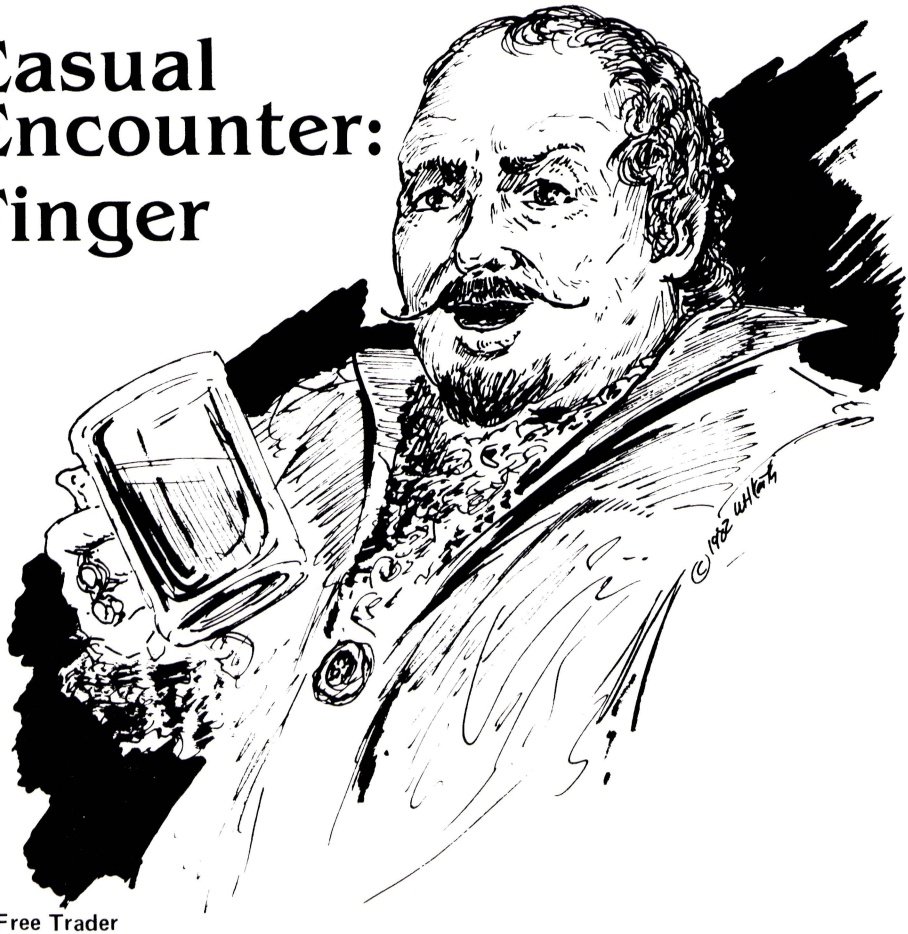
BENDOR/GLISTEN (0706-A756656-C) **Date: 228-1108**

¶ An Imperial Naval Intelligence spokesman, in a press release issued today, announced the interception and arrest of an Ine Givar cash courier. The courier was transporting an undisclosed amount of money in the form of precious stones. The stones, intended to finance local terrorist activities, are rumored to be worth in excess of Cr25,000,000.

¶ The release stated that the stones were of Sword Worlds origin, although no definite proof of the culpability of the Confederation government was discovered. The Sword Worlds government has been suspected of financing Ine Givar activity for many years. Ω

Traveller News Service is another Imperium-wide benefit of membership in the Traveller's Aid Society.

Casual Encounter: Finger



Free Trader
Lothario Lochinvar Finger
A8DA56 Age 54(?) 9 terms (?) Cr0 (see below)
Brawling-3, Carousing-3, Liaison-3, Streetwise-3, Trader-4

Finger (what everyone calls him; he claims to mistrust people who call him "mister") is, at first glance, the very prototype of the Falstaffian, jolly-good-fellow star trader, and he likes to project exactly that image. Actually, he is a bit more than just a good drinking buddy.

Little is known of his early career, except that it was mostly spent in free traders. His homeworld, wherever it was, was a high-G planet, and most of Finger's stoutness is muscle, not fat — which a number of bullies have found out the hard way. He is rumored to have been a captain/owner, but he never shows valid papers. It is said he is a runaway prince, a powerful psionic, a disgraced admiral, even the emperor incognito. Finger laughs good-humoredly at all these suggestions.

He has been just about everywhere, it seems, as far as a man can go in 54 years (though that may not be his actual age), but he does not travel much anymore, preferring to settle down at a comfort-

able class A starport for an extended period. During this time he will constantly be arranging complicated deals, some of which are, for all practical purposes, swindles. When encountered – probably in a port or startown bar – he will treat the players as old friends. Everybody is Finger's old friend until proven otherwise. And at the first opportunity he will try to entangle them in his latest plot, which he is sure will bring them terrific profits on any money they care to invest.

It is not so much that Finger is a pathological liar – he isn't – as he is a pathological optimist; he cannot help but overestimate the payoff from a deal, including the chance of getting back your original stake.

Yet he is extremely moral. He hates to see people hurt, and will never knowingly take a person's last credit; he has never swindled anyone who couldn't well afford it (and didn't well deserve it). About the only things that can genuinely anger him are plans to ruin people – especially by taking a captain's ship – and unnecessary cruelty (and Finger is old enough to know that sometimes it is necessary, and wise enough to know the difference).

Finger never has any money of his own, having either spent it on a new "goodie" (see below) or given it away, but most regular starport – and even startown – establishments will feed and shelter him on "open-ended credit" (this does not extend to companions). He is a TAS member but rarely uses the facilities except for the benefit of non-member friends. And an astonishing assortment of people owe him favors. (Including, rumor has it, the emperor. Well, maybe. Remember Shakespeare's Henry IV, Part 2.)

Finger's primary interest –"my sinful delight" he calls it – is the acquisition of what he calls "goodies": one-of-a-kind items with unusual properties. Specific goodies have included:

– A deck of cards printed in electrostatic image ink, capable of changing their faces in response to a pocket control box.

– The brick: a sealed, ultra-efficient gravity generator, roughly the size and appearance of an ordinary building brick, that when included in a shipment of goods, could alter the weight by several tons plus or minus. (This adventure was, of course, called "Finger on the Scales.")

–A leather wine bota, made from the hide and gut of some unknown animal, that metabolized any wine put in it into a delicious and very intoxicating brandy. (Used to help an Imperial spy escape the Tavrchedle' just before the war, by getting the Zhodani secret police chief and several of his henchmen drunker than poleaxed mules.)

Finger never manages to keep a goodie for very long, and nobody ever finds out where they come from, where they go, and least of all, how to duplicate them. (Another rumor about Finger's origin says he is actually an ancient, immortal, secret agent of some vast social Plan. Finger's response to this is to search his hair for signs of grey, saying "does it show?", or to do a Droyne impersonation that always brings down the house.)

Finger wears bright, even loud colors, but never dresses in bad taste. Underneath the flashy outfit is a custom-tailored suit of cloth/reflec combination armor, though for obvious reasons he doesn't advertise the fact). He does not like to go armed – and considering the way he punches, he doesn't usually have to.

One last ability that he will not mention, because he's not fully aware he has it: Finger's mind cannot be read. Anyone who tries gets a broadband

stream of trivia: disconnected visiphone numbers, porkbelly futures prices, who played the Lone Ranger on flatscreen. Finger does not think of this as a "talent," and in fact it is not psionic in nature, or something he "does"; it's just the way his mind works.

Adventurers are attracted to Finger ("like rocks to a black hole" is how one person put it); he is always looking for new old friends to bankroll a deal, or help out physically if they have no money to invest. He rarely becomes involved in travel himself, preferring to run things from his barstool. (For this reason, his vast array of skills do not unbalance any specific scenario.) Many, but by no means all, adventures will involve a goodie. When designing the goodies, keep in mind that they should not be inherently valuable, nor fantasy-game Artifacts of Cosmic Power. If Finger shows off a machine that turns peanut butter into diamonds, the end product probably won't cut glass; and anything that kills people is right out. Finger does not deal in weapons, except to permanently lose them.

Goodies should be things that a clever person could turn to a small advantage, simply because nobody expects them. Once everybody knows the cards can change, or an empty crate weigh as much as a full one, or the cheap wine turn into VSOP, they will make allowances for the fact, and the effect will be lost. Think of goodies as magic tricks; if you know the magician has a rabbit in his hat, he might as well not bother to take the hat off.

Adventures directly involving Finger should be low-keyed. Don't have a fire-fight erupt in his tavern; have a bar-room brawl instead. In fact, a little pie-throwing would not be out of place, because Lothario Lochinvar is basically a comic character. (The "deals" he sends players on may, of course, be deadly serious. If you have not read Poul Anderson's Trader Team stories, read them.) Anybody who seriously threatens the old swindler with personal harm will find a roomful, then a portful, then a planetful and an Imperium-ful of his real old friends in the way. So relax. Buy the trader a drink and listen to the deal he's worked out for you. It'll probably be a little silly, but you'll make a few credits and you probably won't get shot at quite so much.

And if humanity does in fact survive into the far future, it will probably have had much less to do with our weapons than with our sense of humor.

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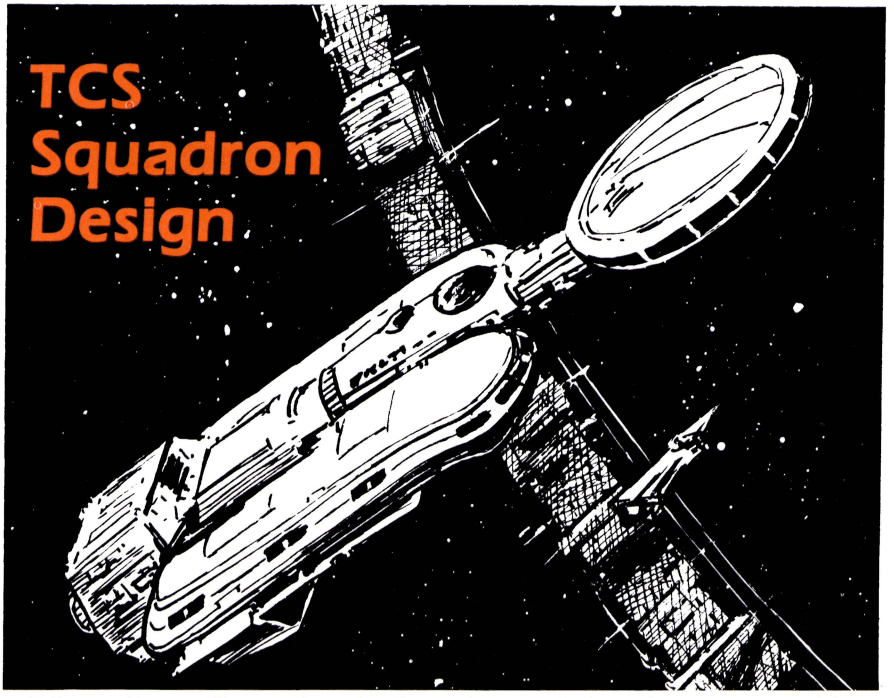
TCS Squadron Design



Editors Note: The author is the winner of a TCS tournament held at Gen Con Eastthis summer. The theories expressed are his, and we make no guarentees to their effectiveness.

In a tournament setting, lethality and survivability go hand in hand: all other things being equal, increased survivability means that more friendly ships will remain in fighting trim from turn to turn, thereby putting out more fire over the course of a round; increased lethality implies that there will be fewer ships shooting back in subsequent turns. The crucial consideration, however — of which sight is easily lost — is that the impressiveness of individual ships' armaments and defenses are irrelevant, except to the extent that they enhance the attributes of the squadron as a whole.

Weapons: A little experimentation will show that in a clash of fair-sized and moderately-armored ships, only three weapons stand a reasonable chance of damaging an enemy ship to the extent of removing it from the battle: nuclear missiles, spinal meson guns, and spinal particle accelerators.

Nuclear missiles do their work by blowing weapons off the enemy hull. In practice, one concentrates the fire of several ships on a single target until one of three results are achieved:

1) the spinal meson gun is reduced to factor-9 (at which it cannot penetrate a factor-1 screen); or

2) the spinal particle accelerator is reduced to a factor at which it cannot achieve critical hits on the friendly ships of the line; or

3) all weapons on the ship are reduced to factor-0.

It is a simple matter to compute, for any ship, the number of "weapon-n" hits which must be achieved for one of the above results to be reached, and from there to work back the number of missiles which must be hit, the number which must penetrate all active defenses, and the number which must be fired.

The organization of missile batteries is also a matter to be considered. For example, to reduce a ship such as the one given below to a code-9 meson gun, 37 hits are required. If factor-9 missile bays are used, 79 missiles must be fired; this means that 79,000 tons of enemy displacement must be dedicated for one turn to remove this ship as a threat, since each bay requires 1000 tons of ship to support it. If factor-3 bays are employed, 2160 batteries must fire, requiring 216,000 tons to support the weapons. Clearly, the factor-9 bay is superior for this target. However, for an agility zero target, the small missile batteries are superior, since the factor-9 bay is engaging in overkill.

A like series of considerations govern the selection of meson weaponry. At any given tech level, meson guns come in a variety of sizes. At any tech level of 12+, even the smallest main weapons cause enough interior explosions that by and large, the ship is either destroyed or softened-up for an easy kill with particle or missile fire in the following turn. Therefore, a hit, coupled with penetration of screen and configuration, is tantamount to a kill. The most practical way to evaluate a weapon is to gauge its performance against a typical target. We will employ the same sample ship used in the analysis of missiles (see statistics below). For an E-gun to hit, it must achieve 10+, i.e. it hits 16.6% of the time it shoots. To penetrate the screen, it requires 8+, i.e. 46% of all hits on the ship penetrate the screen. Finally, it requires 7+ to penetrate the configuration, for a ratio of 58.33%. Since a kill depends on the coincidence of a hit, a screen and a configuration penetration, the probability of a kill whenever the ship shoots is a joint one, equal to 16.6% x 41.67% x 58.33% or 4.05%. Like computations for a P-gun yield a kill probability of 14.01%. Obviously, the P-gun is much more lethal than the E-gun. It should be. It costs more, and takes up more room, making ships substantially larger. I found that by dint of much hard work, a P-gun armed ship could be delivered for twice the cost of a comparable E-gun ship. The fact that the lethality of the weapon increased more than its cost, however, does not end the story. If two squadrons were to meet, one armed with E-guns and the other with P-guns, each P-ship would be fired upon twice, while only half of the E-ships would have to brave the enemy's return fire. If there are 40 P-ships and 80 E-ships, then in the first round, six of the E-ships (40 fires x 14.05% kills per fire) would be destroyed. Fire by the E-guns, however, must be treated differently: each P-ship must survive two enemy fires. The probability that both fires will hit is very slim, 4.05^2=.0016402%. The probability that both will miss, however, is $(1-.0405)^2$=92%. Three P-ships will be destroyed. At short range, however, the E-gun is marginally superior; and the force of numbers will just barely offset the greater penetrating power of the big gun. Needless to say, before bringing a fleet to a tournament, you should experiment with all of the weapons available at the tech level in question. (I never said this wasn't time-consuming!)

Particle accelerator weapons (PAWs) are special cases. Their ability to do damage on the surface and radiation damage table is scarcely better than nuclear

continued on page 24

Sample Light Cruiser	CL-J146HG3-443300-448E9-0	*MCr:* unk	*tons:* unk		
Batteries Bearing:		H	11113		
Batteries		H	11113		

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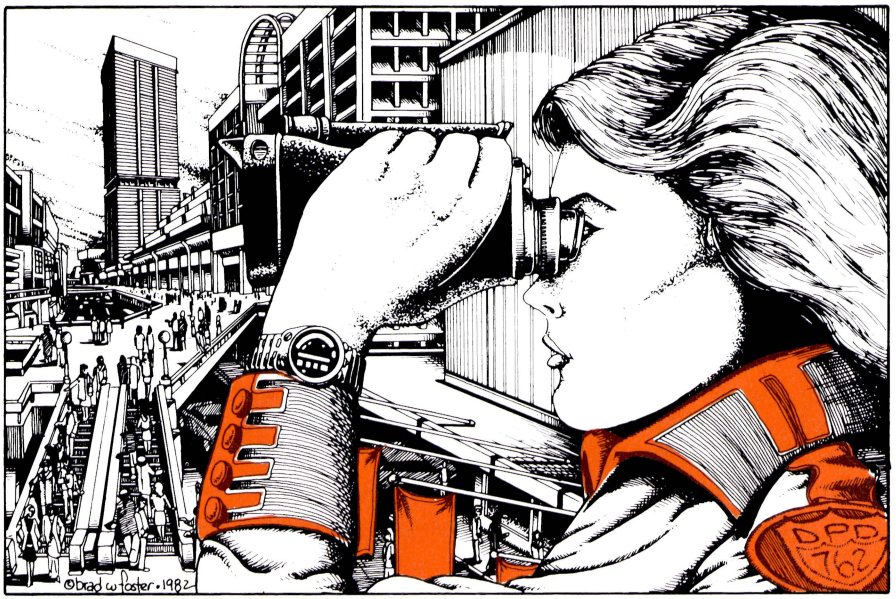

Police Forces in Traveller

The purpose of this article is to discuss the various forms police forces may take, and how they may be simulated by the **Traveller** referee. Intelligence-gathering organizations and espionage agencies will not be covered.

TYPES OF POLICE FORCES

A police force can be defined as a governmental social service agency empowered to use deadly force to correct aberrations in social behavior. They can also be characterized as one of the few agencies that will make house calls without a prior appointment.

The following classifications are simplistic, but should help the **Traveller** referee in bringing more detailed police forces to a particular universe.

Individuals: The earliest form of law enforcement was "every man for himself." Each individual essentially served as his own legislative, executive, and judicial body, and was responsible for the defense of his own person, his family and his possessions. As civilization arose, however, this system was replaced by more formal methods (except in certain situations).

The Watch: With the development of cities came the development of one of the oldest forms of police force, the watch. This could take the form of a single watchman or of armed patrols of several fighters each. Solitary watchmen were seldom armed, and their primary purpose was to give the alarm in case of fire and to watch for crimes in progress. Upon discovery of an emergency, the watchman would alert the citizens to the danger, and they would arise and deal with the situation. In the case of a criminal, the watchman would raise a "hue and cry", and every citizen within hearing range was expected to help in the pursuit and apprehension of the criminal. The armed parties of the watch would patrol a city, and would respond to the cries of a solitary watchman if necessary, but their main purpose was to counteract groups of bandits, thieves, and young toughs, and to break up bar fights and riots. The watch system was fairly successful

against large scale banditry, and gangs of outlaws, but it did not have much effect against solitary criminals, who could easily avoid the patrols. Another flaw in the system was that the watchmen and the patrols were, more often than not, temporary collections of citizen volunteers or "draftees", who served for a short period and then left. There were no trained, professional police officers among the watch. Most were former soldiers and some were bandits.

Constabularies: The watch system worked fairly well for cities, but these were in the minority until modern times. Until the late medieval period, those in the countryside or in small villages were left up to their own devices, or those of their local feudal overlords. As time passed, and kings grew stronger, the need for a central authority became more obvious. A network of local officials, charged with upholding the royal authority in a region, and independent of the feudal nobility, was developed. (These officials were called shire reeves in England, which gave rise to the word sheriff.) The bodies of men maintained by these officials patrolled the roads, highways, and back country of an area, and did so on a regular basis, rather than the haphazard nocturnal wanderings of the watches. These forces were often mounted since they had to patrol large areas of the countryside, and were well-armed, since they usually had to deal with fairly large bands of brigands and bandits. I have chosen to name forces of this type "constabularies" after the Royal Irish Constabulary established by Sir Robert Peel in Ireland in the early 19th century. The Natal Mounted Police and the Royal Canadian Mounted Police are late 19th century examples of constabularies. Examples of 20th century American organizations of this type are the various state police and highway patrols, such as the California Highway Patrol. County sheriff departments also fall into this grouping.

Para-Military Forces: Para-military police forces are organized and equipped as units of the army. Forces of this type are usually trained in crowd and riot control techniques. The best example of this form of police is the French CRS. Occasionally, regular military units will be used in police duties, but this is usually done only in extreme emergencies. In certain situations, para-military forces may find themselves in opposition to the regular military forces of a government, either in a covert power struggle, or in an overt coup.

Metropolitan Forces: With the coming of the industrial revolution, and the growth of cities, the simple nocturnal wanderings of the watch proved inadequate to protect the citizenry. The metropolitan force, typified by the "bobbies" of London (also an invention of Sir Robert Peel), was different from others because it made use of permanent, specially trained officers. Additionally, while retaining the officers on patrol to apprehend criminals in the act, the metro forces created investigatory divisions to apprehend criminals who were not caught committing a crime. Further, these investigators (often called detectives) were eventually divided into smaller groupings according to type of crime (burglary, homicide, and so on). With the metropolitan force also came the criminology laboratory and the records office.

TECHNOLOGY AND CRIMEFIGHTING

Transportation and communications technologies had the greatest effect on policing. The internal combustion engine and the radio made possible increased response times, and permitted a

more efficient use of manpower. These innovations arrive about tech level 5, but do not have their full effect until tech level 6. Improvements in non-lethal weaponry (disabling gases, tranq projectiles, stunners, and so on) give police an intermediate step between verbal control and lethal force. Computers and other information handling equipment make easier the task of identification

and record-keeping.

The application of science to criminal investigation occurs at tech level 5, and advances steadily as improved techniques in chemistry and physics permit better techniques of identification and analysis of evidence. Major breakthroughs are fingerprinting at tech 5, the isolation of blood types and development of better qualitative and quantitive chemical analysis at tech levels 5 through 7, neutron activation analysis at tech 7, retinal patterning at tech 9, and absolute differentiation of individuals by genetic tissue typing at tech 10.

A detailed examination of the scientific methods used in criminology is beyond the scope of this article. Interested referees should consult the criminology section of the local library and engage in a little creative extrapolation from current technology.

INTEGRATION WITH TRAVELLER

On the planetary level, the police organizations a character encounters will depend on the local government and law levels, as well as other conditions. The following are general guidelines.

Police forces usually occur at several levels. A world may have metropolitan forces for each of its large cities, several constabulary forces for its lesser populated areas, a para-military force for the rebels in the outback, and an overall planet-wide investigatory agency (or agencies). The exact number and types of such forces will depend upon local conditions. In addition to the law level of the world, such factors as government type, population, and political and economic conditions should be taken into account. A world with a low population will tend towards constabularies, while one with a high population will have many cities, and many metro forces. Many times, there will be several layers of police organizations, sometimes overlapping jurisdictions, and often working at cross-purposes (Consider the situation in many American states today: the overlap of city, county, and state police forces, and over it all the FBI, postal inspectors, internal revenue investigators, federal marshals, and a myriad of other federal bodies.) Worlds with political unrest will have para-military forces to deal with rebellions (real or imagined).

At times, situations occur when an individual or group decides that conditions have become intolerable, and vigilante action is taken. This can range from police approved activities such as neighborhood crime watches or crime patrols to lynch mobs or death squads. In some cases (as in certain parts of the American west in the 19th century), vigilantes may be the only effective law enforcement available. Vigilante action may occur at any time, tech level, and government level, but is more common at lower law levels and government levels. Precise happenings are up to the referee.

HIGHER LEVELS

In the universe of GDW, sector and Imperial police agencies are investigative in nature, and serve mainly to coordinate local efforts and serve as a central repository of records. Most violations of Imperial law are handled through local organizations, with occasional help from the Imperials where it is needed. The Imperium also depends upon local police forces to maintain order, except in emergencies (when martial law is declared, and the military takes over).

Players designing their own universes may wish to create an interstellar patrol, or similar body.

— Loren Wiseman

CONTACT:

The Darrians

The Darrian Confederation is a loose organization of worlds in the Darrian subsector of the Spinward Marches, currently neutral with respect to the conflicts of the Fifth Frontier War. Some 20% of the Darrian Confederation is of Solomani extraction, 12% of other human races (mostly Vilani) and 8% Aslan. The 60% majority is a minor human race, called the Darrians, who originated from Darrian/Darrian (0607-A463A55-G).

Darrians average 1.6m in height and weigh about 50 kg. They are thin and wispy in build, with sharp facial features. Skin tones range from orange-tan to pale yellow-tan; Darrians have silky grey or white hair and usually have brown eyes. Aside from their smaller size and other physical minutiae, they are unmistakably human in morphology and mentality.

HISTORY

Terran traders, seeking a place of relative stability after the fall of the Rule of Man, made contact with the Darrians in -1511. The Darrians had achieved TL 3 by the time of contact, but the settlement of Terrans on their world sparked a surge of interest in high technology and sciences. While interstellar civilization faded away to rimward, Darrian achieved the ability to construct jump drives by -1137. Colonies on Zamine, Ilium, Mire, and many others were established. Though the early Darrian federation was closely knit, it had a flaw in that most of the technological know-how was concentrated on Darrian itself. In -924, scientists found that Darrian's sun was destabilizing, but before any actions could be taken it erupted, casting off huge flares. Over eighty percent of the population

of the world died, as did many on space stations and ships in the system. The colony worlds were unable to maintain civilization at its old level (TL 16); it was not until 650 years later (-271) that Mire achieved independent jump capability and began to reestablish interstellar communication and trade. Third Imperium scouts contacted the Darrians in 148, by which time other colonies had been established, interstellar trade had fully resumed, and the present Confederation had been established (dating from -238). The Confederation had successfully recovered many of the artifacts and knowledge of the old Darrian civilization, some of which are still used today.

The Darrian Confederation allied itself with the Imperium during the First and Second Frontier Wars, after Zhodani ships penetrated the Confederation's coreward borders. Large numbers of Aslan mercenaries were hired for the Confederation's defense, and (as is usual) the Darrians paid them with large land grants, particularly on Roget and Engrange. There are unconfirmed rumors that the Zhodani withdrew from Darrian space in the Second Frontier War after uncovering evidence that the Darrians were investigating the possibility of inducing subnova flares in several nearby Zhodani systems (Darrian astrophysical science is second to none, even today). Considerable tension still exists with the Zhodani, concerning three worlds in the Querion subsector claimed by the Sword Worlds (backed by the Zhodani Consulate). The Confederation disputes the claim, citing the fact that the worlds were originally settled by Darrians.

Though Darrian is listed as TL 16, in truth it more closely approximates TL 12 for most commonly available goods. There are still a number of stations and facilities able to maintain themselves at TL 16, but many of them are in poor repair at best, and have thus far defied attempts to duplicate them. Some TL 16 weapons systems and engineering systems have apparently been maintained on a few naval vessels.

SOCIETY

There is a wide range of social systems in effect throughout the Confederation; the influx of many sorts of racial types from different cultures has produced a tolerant and eclectic ethos which tends to emphasize achievement in scholastic and technological areas. Many customs of the ethnic Darrians (Homo darrianus) contain a good deal of old (pre-contact) ritual and can be quite formal, but not all Darrians adhere to these fashions. A stoic element seems to underlie many societies; whether one's fortune is good or bad is often held less important than one's attitude toward life and fellow beings, as fate is not within one's control.

Aslan citizens of the Darrian Confederation have distinctly different attitudes from the rest of their neighbors, particularly towards military and defensive matters. They tend to encourage expansionism and a more aggressive stance in general, especially towards the Sword Worlds.

GOVERNMENT AND MILITARY

The Confederation allows a great deal of leniency in the management of planetary affairs, being primarily concerned with strategic naval defense, maintenance of trade lanes, and formal diplomatic relations with other stellar communities and worlds. In rare cases, the Confederation will arbitrate disputes between individual worlds, but must be asked to do so by all parties concerned. No particular form of planetary government is favored over any other on a local level. The Confederation govern-

ment itself is made up of a congress on Mire, whose delegates are elected from their home worlds by a variety of means.

Confederation naval and ground forces are maintained at TL 9-10 standards for the most part, though certain units may have equipment of TL 13 standard (manufactured on Jacent) or TL 14 (purchased from the Imperium). TL 15 material is rare. A few mercenary forces touring the Spinward Marches are composed of Darrian citizenry, with Aslan disproportionately represented among them. Naval service is quite prestigious, and many government officials are ex-Navy officers. Equipment is carefully maintained and unit organizations tend to be surprisingly tight. Aslan units are organized separately from human units due to equipment requirements.

The export of art objects from Darrian is heavily controlled by the Confederation government, to maintain a hold on the past achievements of the society and to preserve their unique cultural identity.

The seal of the Confederation depicts confluent elements of Solomani and Darrian legend, a phoenix rising from a burning ziggurat.

REFEREEING THE DARRIANS

Character Generation: Ethnic Darrians have their initial strength and endurance scores generated as 1D+3 (4-9). All citizens of the Darrian Confederation get a +1 DM to their education score, regardless of race (maximum score is 15). All other characteristics are rolled normally.

Entry into careers is as per the usual systems. Confederation citizens cannot enter Imperial military services, but the Darrians maintain their own Navy, Army, and Marines. The Darrians have no scout service. The navy is treated as a subsector navy by *High Guard* rules; only characters from Jacent and Darrian will have TL 12+ military training. Individual planets of TL 9+ maintain minor navies, treated as planetary navies by *High Guard;* worlds of TL 7-8 have insystem patrols treated as planetary navies, but all pilot skills earned are replaced by ship's boat skill, and fleet tactics by ship tactics. Only Jacent and Darrian have battle dress forces; elsewhere battle dress skill is treated as vacc suit skill. Cutlass skill is not required in the marines.

Darrian Confederation citizens of any race who travel through the Spinward Marches are most likely to be merchants, followed by common adventurers, military personnel (often retired) on observational missions or in training, or diplomats.

Playing Darrians: Ethnic Darrians act much like other humans. Many tend to be stoic, determined, and uncomplaining; they are also generally outgoing and very tolerant of other races and cultures. Some may be eccentric, but all have a strong cultural pride. Though neutral in the Fifth Frontier War, most Darrians are quietly rooting for the Imperium, with which they have trade and arms treaties. Zhodani and Sword Worlders are not much liked at present.

Playing other Confederation Citizens: Solomani and other races of Humaniti who live in the Confederation may be generated and played by the usual rules, within the career restrictions noted above. Aslan citizens are generated per Journal 7; they retain their samurai-like cultural habits and clan structure and prefer to take up military careers. Aslan NPCs do not apply negative DMs on reaction rolls to other Darrians though they do versus beings from non-Darrian worlds.

— Roger E. Moore

HIGH JUSTICE

Throughout history, humaniti has been governed by laws and customs designed to keep societies from lapsing back into the savagery that would otherwise be caused by their primeval instincts. Sometimes these laws and customs have succeeded.

The various societies within the Imperium and the Imperial government itself are not exempt from the need for law. In fact, the major purpose of the Imperium is to preserve its subject societies from outside assault and internal barbarism. To this end, laws are needed; laws which every **Traveller** adventurer must obey if he or she is to avoid facing the consequences of low, middle, or high justice.

Law and justice exist on three levels within the Imperium.

1. The low justice of planetary and local authorities that governs everything from homicide to spitting on the sidewalk.

2. The middle justice of the subsectors that is intended to protect relatively helpless societies on low technology worlds and to protect all societies from excessive damage by military actions. This is enforced by the police and military forces of the subsector duke, aided (if necessary) by Imperial military and naval forces.

3. The high justice of the Imperium, intended to prevent revolt against Imperial authority, to keep the peace among member worlds, subsectors, and sectors; uphold the rights of sentient beings; and preserve commerce between worlds, subsectors and sectors. High justice is enforced by the Imperial Navy, Army and Marines, often assisted by the Security Branch of the Operations Office of the IISS.

ENFORCEMENT

The basic enforcement mechanism of **Traveller** society is represented by the law level of each planet's UPP. This is the basic chance for player characters to

run afoul of local authorities because of non-specific suspected violations of local laws. Most commonly, this happens when adventurers run into random police patrols and the local law level or greater must be rolled on 2D to save them from further questioning, a criminal charge, and arrest.

This basic saving throw must also be made when going through customs and immigration checkpoints at planetary starport gates. Boarding parties from system defense or patrol boats should also be considered police officers and a law level roll should be made when they are encountered.

Adventurers may find themselves under surveillance by plainclothes police, particularly if they have committed a crime or have been involved with criminal characters or NPCs. In these cases (or any others the referee feels appropriate) roll 6+ for the adventurers to "grow a tail". The purpose of the tailing officers will, of course, depend upon individual circumstances. If the adventurers notice that they are being tailed (the referee should determine this based on individual actions) they can shake their followers by rolling 10+ with streetwise and liaison as positive DMs. These two skills are useful in dealing with friendly locals who might be able to hide the adventurers from the law. Failing this throw will mean the adventurers will continue to be followed for as long as the situation warrants. The roll to notice the tail should not be made more than once per day.

CRIMES

Adventurers can be charged with a variety of crimes ranging from traffic violations to treason against the Imperium. The specific charge depends on the current game situation, the players' actions, their location and, if they are falsely charged, who has framed them and why. These factors and the laws to be enforced are largely up to the individual referee, but as a guide, here are some crimes, both minor and major, that could involve a **Traveller** player character. Note that a major crime on one world may be a minor crime on another and no crime at all on a third, depending on law level.

Minor crimes are subject to enforcement by local police and the low justice of planetary courts. These include smuggling, petty theft (value under Cr100), possession or sale of illegal weapons (as defined in the law level chart of Book 3), brawling in a public place, failure to carry proper identification, loitering, panhandling, disorderly conduct (such as public drunkenness), possession or sale of illegal drugs, and traffic violations.

Major crimes can be combated by all three levels of law enforcement, and prosecuted by all three levels of court. Violators are sometimes subject to capital punishment.

Major crimes normally prosecuted by local authorities include murder, assault, robbery, grand theft, illegal use of psionics, forgery, terrorism, and rebellion.

Crimes normally subject to subsector justice include the unlawful introduction of high technology to low technology worlds, the violation of a planetary interdiction, possession and/or use of nuclear, chemical, or biological weapons, and war crimes as defined in the Imperial rules of war.

The prosecutors and high courts of the Imperium concern themselves with crimes that would affect worlds in more than one subsector of the realm. These include the capture, transportation, and possession of slaves, piracy, the murder of Imperial officers, officials, or members of Imperial nobility, theft of Imperial property, treason, and conspir-

acy to commit treason against the Imperium (note that treason against a planetary government is a local crime).

JUSTICE

If arrested for a crime, an adventurer will have to stand trial. On most worlds, local crimes will be tried before a judge or a panel of judges. Only on worlds with democratic, impersonal bureaucratic, or family/tribal systems of government will the accused usuually receive a jury trial, and then only in the case of major crimes.

Trials can either be resolved by the referee as part of directing the campaign toward a preconceived goal or they can be resolved by die roll. If dice are used, a basic throw of 8+ must be made for acquittal. This throw is modified by several factors: If a jury is hearing the case, apply a DM of +1. Lawyers' skills also apply and are represented by the admin skill level of the NPC defense attorney and the prosecuting attorney. To determine the attorney DM, subtract the lower admin skill level from the higher. If the prosecuting attorney has the higher skill level, subtract the difference from the die roll; if the defense attorney has the higher skill level, add the difference to the die roll.

Defense lawyers are generally available in most starport cities, but are expensive. Fees generally run Cr100 per hour multiplied by the attorney's admin skill level. Trials will last 2D six hour days, and the fees for a highly skilled lawyer can be astronomical.

Suitable NPCs to be used as attorneys can be generated with the bureaucrat tables in Supplement 4, *Citizens of the Imperium,* or taken directly from the Bureaucrat pregenerated character list in that supplement.

Bribery can be used to influence the outcome of a trial. Characters may attempt to bribe the judge or members of the jury. They need to roll the local law level or better for a successful bribe. This, however, does not guarantee an acquittal. This only allows the character's bribery skill level to be used as a positive DM on the trial die roll. If the bribery roll fails, the character will be arrested and charged with bribery.

Violations of subsector and Imperial law are tried by a tribunal composed of from three to nine judges. A prosecutor presents the state's case and defense attorneys present that of the defendant(s). Defense attorneys must have admin-3 or better to practice before subsector tribunals, admin-4 or better to practice in an Imperial court.

The acquittal roll of 8+ also applies in both higher courts, as do the prosecution and defense DMs. Bribery is more difficult in a subsector tribunal (throw 10+ for the bribe to be accepted), and impossible with an imperial tribunal.

PUNISHMENT

If convicted, adventurers will be punished. Punishments will vary from world to world. Usually, a given crime will receive a set punishment, but judges are frequently granted great powers of discretion where sentencing is concerned. The referee must work out a suitable system of sentences, reprieves, paroles and pardons for each world and level of government.

Minor crimes will generally be punished with fines or short jail terms. Fines are usually in the range of 4D x 10 (this should be determined in advance by the referee for each crime). The defendants may also be required to spend 2D days in jail (again, the referee should determine this in advance).

Major criminals tried in planetary courts generally receive jail terms of 4D years, or death in the case of extreme crimes (referee decides). Capital punishment will be imposed if the local law level or greater is rolled.

Violators of subsector laws will generally be sentenced to 6D years on an orbiting prison hulk or an Imperial prison planet. Those convicted of extreme crimes will receive the death penalty if the referee sees fit.

Violators of Imperial law usually receive the death penalty or extremely long prison terms. Roll two dice, a 9+ indicates death, 8- indicates 1D+2 decades on an Imperial prison world.

— Terry McInnes

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Where No Woman Has Gone Before

With the twentieth century embroiled in conflicts over the Equal Rights Amendment and Womens' Liberation, in general one can only guess at what battles might be occuring between the sexes in the future. However, if **Traveller** and its players are an indication of what the attitudes might be in the times they simulate, feminists have little to fear.

Drawing on liberal science fiction roots, **Traveller** treats women with both conspicuous and considerable equity. There is, for example, no differentiation (and therefore no advantages/disadvantages) between male and female characters, either in statistics generation or character development. This is a reversal of the policies of some role-playing games, which place limits on female characters' ability scores. The logic of this course is clear in a general game constructed around powered armor, energy weapons, and mechanized combat, so **Traveller** leaves the player's decision as to the gender of his or her character completely unbiased by rules considerations.

For those female role-players who enjoy playing "themselves" in exotic situations (or anyone wishing to play a female character), this policy comes as a welcome improvement. So, too, do the almost exaggerated efforts of the rules booklet writers to make potential female players aware that they are welcome. For example, when Dick, Harry, and Gloria go on a sample adventure in the introductory book, Gloria is a sharp veteran player who is

clearly on a par with her fellows. **Traveller's** marketing strategy holds an equal appeal for the somewhat elusive female gamer.

Nevertheless, equal treatment on paper can be meaningless on a gaming table. The way a female player is treated, no matter what her character may be like, is where rulebooks may fall by the wayside. Here, as with any human-factor situation, male reactions have been mixed, and (for me) have ranged from pinnacles like "Hey, it's great to see some female gamers!" to real abysses like "Wanna bet she forgot her character?". Most times, treatment simply depends on the people involved, and less often, on circumstances, but a few generalizations can be drawn.

A female player new to an all-male **Traveller** group is stereotyped on the negative side as inexperienced, not especially proficient with the rules, and probably not familiar with strategy, or at least not with the strategy gaming background of a stereotypical male.

On the positive side, she is not suspected of coming from a background laced with easy captures of FGMPs and personal battlecruisers. More importantly, she is there, and therefore a member of a relatively small sample of female gamers; an unusual commodity who probably has expertise in either role-playing or science fiction or both, else she wouldn't be found playing.

The result of this stereotyping is that the female player is treated with a bit more trust (particularly when she is unknown to the group), and as if she needs help and and will be less ambitious, and therefore more cooperative and less dangerous to her collaborators. Sometimes she may also be treated as a liability or her ideas given less credulity, but most male gamers are intelligent enough to snap out of prejudices when they hear a good idea. Knowledgeable male player characters realize that female player characters have an even footing with them in the rules, and won't discriminate, so a lady coming into a group has little to be wary of.

In fact, for the enterprising female, that little bit of unusual treatment she receives can be turned into an advantage. If she is indeed unfamiliar with the rules, she can concentrate on her role-playing and enjoy herself while taking advantage of other players' help, learning at her own pace. If she knows what she's at and isn't receiving proper credit, she can take advantage of the male players' underrating and pull the rug out from under them at an opportune moment. They won't underestimate her again!

Overall, there is really very little in **Traveller** rules or players that poses a real threat to an aggressive female player. While discrimination exists, with a bit of ingenuity, it can be turned around to an advantage. More often, however, both male and female characters are more concerned about the oncoming Zhodani destroyer than anything else . . .

— Debbie Fulton

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continued from page 10

missiles. However, they are very good at hitting their targets, and if the target's hull size and armor factor compare unfavorably with the size of the weapon, the resulting critical hits give the PAW as much lethality as a meson gun. But for these weapons, the ideal fleet would consist of a horde of small, fast, lightly armored ships with 1000-ton meson weapons. The addition of a few PAWs reduces the effectiveness of such a fleet by reducing its survivability; but I leave it to you to find the optimum mix between small meson ships and particle accelerator ships.

— Kevin J. Connolly

High Guard: Optional Rules

The ship-combat rules in *High Guard* are excellent for large scale naval actions in deep space, but some concessions were made to preserve playability. Here are some ideas for expansion of the rules.

CREW CASUALTIES

In the present system, each point of crew strength represents a power of ten crewmen. A ship with a code of 3 has 1000 to 9999 men aboard; a code of 1 represents 10 to 99 men. Damage to the crew reduces the code, a rather unrealistic method. To improve the feel of the system, divide the crew into equal sections. A ship would have one section of crew for each 1000 tons of hull, rounded up to a whole number. Each section has an equal amount of crewmen in it. The Kinunir, for example, is a 1200 ton vessel, with 45 crewmembers. The ship would have two sections (1200/1000= 1.2 or 2), each with 23 members (45/2= 22.5 or 23).

The frozen watch on a ship could replace sections of lost crew providing there are enough crew in cold sleep to replace an entire section. For example, if the Kinunir had a watch with 30 crew, one section could be replaced, but the 7 remaining could not fill another lost section.

POWERING DOWN

Ships in non-combat situations can be "powered down" to reduce the fuel consumption of the ship's power plant. The minimum level of power plant is one, which is enough to power the life support systems and maintain maneuver drive-1, jump drive-1, etc. No energy-using weapons may be used in powered down condition. Ships which spend an entire 4 week period in powered down state reduce the fuel consumption of the power plant to the powered down level.

If a ship is caught by an enemy in a powered down state, the crew may attempt to bring the power plant up to full blast. One turn is required for each level of power plant to be restored. No energy-using weapons or shields may be operated during this "stoking-up" period, and agility is reduced to one.

EVACUATION

Crew on ships that are doomed for some reason or other may abandon ship. For each ship's vehicle capable of space flight, roll 2 dice and multiply by 10. The result is the percentage of the vehicle's passenger capacity that is occupied upon evacuation. Lifeboats have a DM +2 on this roll, due to easy accessibility. Note that an evacuating craft may be overloaded, and the life support systems may suffer. Crew remaining aboard after all of the small craft have departed may escape in vacc suits. Roll 2D and multiply by ten for the percentage that escape out of those remaining (results over 100% are considered to be equal to 100%).

FIGHTERS

Fighters, small vessels based on large warships to act as patrol vessels and screens, often prove useless in battles between big ships; their relatively puny weapons can't hit, much less penetrate the defenses of, the larger ships. The rules below are a further definition and expansion of space-fighters abilities.

Organization: Fighters are almost always organized into squadrons of eight or ten fighters. Not all of the vessels have to be of the same design, but all must have the same agility. The number of fighters or squadrons on a larger vessel is noted by a single hexadecimal digit: 1-9 representing the number of fighters if under ten, A representing one squadron, B two squadrons, etc. If an off-number of fighters remains after a number of whole squadrons have been assembled, they may be formed into an understrength semi-squadron. The existence of this understrength squadron should be noted.

Squadron Assignment: At the beginning of each round, during the squadron formation step, each vessel carrying fighter squadrons may assign them to a variety of roles. These roles include front-line combat duty (in which case they are treated as normal ships), missile screen duty, close attack, reserve screen, and flexible force. The counter(s) representing the ships in the squadrons assigned to a role are stacked adjacent to the carrying/protected vessel (a ship may donate its own vessels to screen another ship or ships, such as a tanker).

An explanation of the special roles squadrons can perform is given below.

Missile Screen: Squadrons assigned to this role can use their weapons to defend another vessel. To effectively cover the ship being protected, one squadron must be assigned to each attacking ship's missile fire. If desired, additional squadrons may double-up on the fire from one attacking ship.

The fighter's weapons are used to defend against the incoming batteries of fire as though they were mounted on the vessel being defended, with the following exceptions.

No more than half of the weapons in the squadrons assigned to attack a single ship's incoming missile fire may attack any one battery of fire. Thus, if a ship firing 3 code-9 missile attacks had its fire opposed by twenty ships with one fusion gun each, the player controlling the fighters could assign up to ten guns on a given battery of fire; of course, the total number of guns fired cannot exceed twenty.

Missile batteries may be used, but sandcasters may not be.

The fighter's computer is used to compute relative computer level to find penetration DMs.

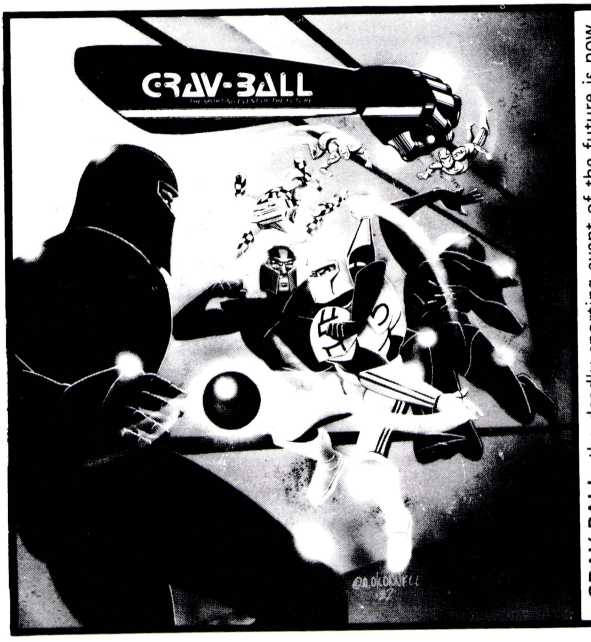
Close Attack: This is a risky maneuver consisting of a head-long run to close with a target vessel. Squadrons designated as making a close attack may be fired on as if at close range if the two sides are at far range, and at close range

with +1 to hit if at close range. If the vessels survive the combat round, they may attack the target vessel at +2 to hit, +1 to penetrate (in addition to DMs due to being at close range). The fighters must then return to the line of battle.

Reserve Screen: Only ships in the reserve line may assign squadrons to this role. Designated squadrons may fire on ships which break through, but suffer a -1 DM to hit.

Flexible Force: Ships placed in this role may be used to intercept missiles, attack as normal ships, or reserve screen. Only half of the force may act; the other vessels are inactive.

— *Stefan Jones*



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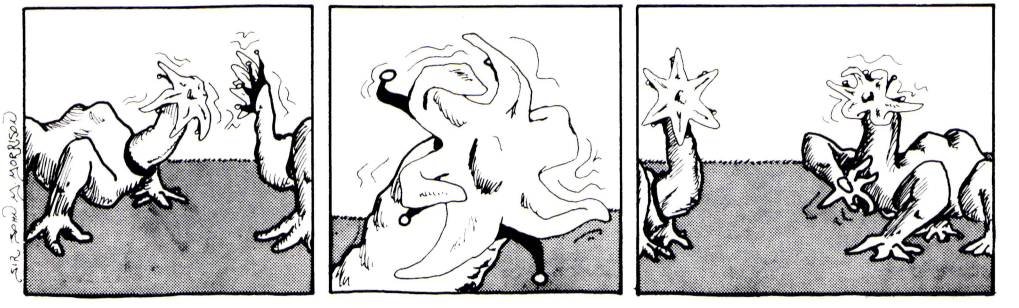
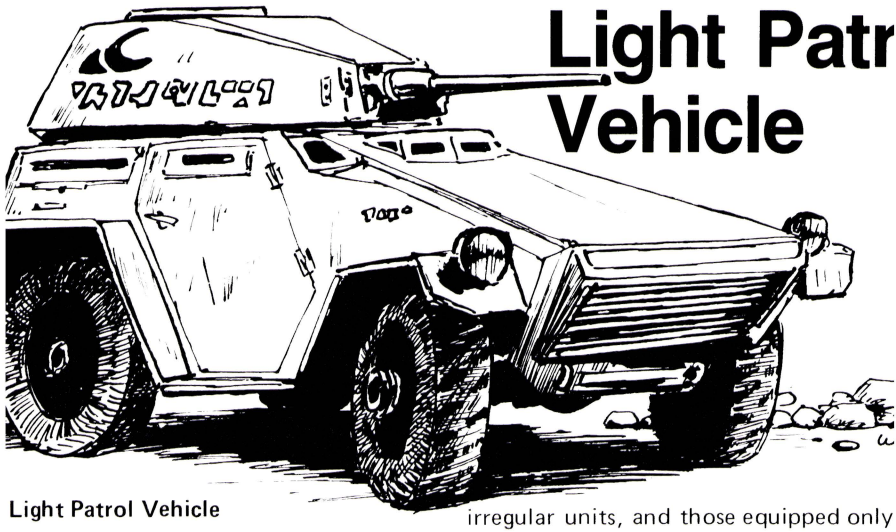
Our Friends, the Aliens

by Sir John M. Morrison

The Hivers: Because the hivers have no spoken language, but communicate via "hand" movements, most of humaniti belives that they do not possess a sense of humor. This is not true, as this hilarious example proves.



Light Patr Vehicle



Light Patrol Vehicle

The LPV was designed for use by militias and para-military police forces in counter-insurgency and counter-terrorist operations. Its limited range makes it unsuited to long range patrols, and its thin armor and small main weapon make it unsuitable for use against main-force military units, but the LPV serves admirably well against irregular units, and those equipped only with small arms.

The vehicle is typically equipped with a 20mm auto-cannon, but for some missions this may be replaced with a 7mm gatling gun or chemical smoke generator (producing anti-riot gasses).

The LPV is manufactured by Instellarms, and by dozens of smaller firms under license.

Light Patrol Vehicle (Tech Level 9)

The vehicle has a crew of 2 (driver and commander/gunner) and carries no passengers. It mounts a 20mm high velocity auto cannon in a turret mount. It has tech level 9 direct fire control and a wheeled suspension. *Height:* 1.25 m (+.75 m for turret for 2 m overall). *Width:* 2 m. *Length:* 3.6 m. *Total Volume:* 9 m^3. *Weight:* 8.5 tons. *Price:* Cr61,250.

Movement: Road, 193 kph/160 cm; cross-country, 58 kph/48 cm; amphibious, 19 kph/16 cm.

Movement Effects on Fire: Move ½ or less, -4 FFP; no fire EFP. Move more than ½, no fire.

Armor: Chassis front, 23; chassis sides and rear and turret front, sides and rear, 16; deck, 12; belly, 2.

Target Size DMs: +1 high, +1 low.

Equipment: 100 power radio, map box, and auxiliary water propulsion system.

Power: .75 mw MHD turbine power plant consumes 225 liters of fuel per hour; fuel capacity is 900 liters, enough for 4 hours.

Weapons: 1 barrel, 2 cm, high velocity auto cannon. The weapon fires 20 rounds and can engage 2 targets per phase. Its other characteristics are given below:

Effective	*Long*	*Extreme*
150 +2	250 +1	400

Rounds weigh .4 kgs each. Their characteristics are given below:

Type	*Price*	*Characteristics*
HE	1.6	Contact penetration/burst size/fragmentation penetration: 3/0/0
KEAP	1.6	Contact penetration, effective/long/extreme: 13/11/9
Flechette	8	Contact penetration/hit DM/danger space: 2/+2/15 cm
Chemical	3.2	Non-persistent, non-lethal

The vehicle has storage space for 350 rounds, enough for 17 turns of fire.

Light APC

The Light APC was designed as a personnel carrier for police and paramilitary forces for use in riot control and supression of civil insurrections. There are several versions.

In the most common version, the vehicle is unarmed, although usually equipped with a chemical smoke generator (producing anti-riot gasses). Where the vehicle is to be used in counter-terrorist operations, a remote-mounted RAM auto grenade launcher or 7 mm gatling gun may be added.

In the "meat wagon" version, used for transportation of prisoners, a wall is added between the driver and the passenger area, the firing ports are deleted, and an internal system for flooding the passenger compartment with knock-out gas is added. This version is seldom armed.

In some crowd control versions, the provisions for passengers and the gas-generator are removed and a foam generator or water tank and high pressure nozzle are added.

— Loren Wiseman

Light APC (Tech Level 9)

The vehicle has a crew of 2 (driver and gunner) and carries 6 passengers. It is unarmed, but .5 m^3 of the chassis and .5 ton have been set aside for the addition of a weapon mount on the chassis deck. It has a wheeled suspension. *Height:* 1.875 m. *Width:* 2 m. *Length:* 4 m. *Total volume:* 15 m^3. *Weight:* 4.8 tons. *Price:* Cr8,334.

Movement: Road, 143 kph/119 cm; cross-country, 43 kph/35 cm; amphibious, 14 kph/12 cm.

Armor: Front, 20; sides and rear, 12; deck, 8; belly, 2.

Target Size DMs: +2 low, no high hits.

Equipment: Map box, sealed environment with life support for 8, and chemical smoke discharger and auxiliary water propulsion equipment.

Power: .18 mw MHD turbine consumes 54 liters of fuel per hour; fuel capacity is 432 liters, enough for 8 hours.

Skyvan

The skyvan resembles a large conventional van without wheel wells. Very simple and incredibly cheap compared

even to the smallest ship's boat, the vehicle is extensively used in orbital and asteroidal facilities for moving goods and people around.

The skyvan is propelled by small electronic ion thrusters, fueled from disposable cartridges; there is a battery pack to operate lights, and controls (minimum life between charges, 1000 hours). Net acceleration is very small — the vehicle is for use outside gravity wells — and power-gobbling grav plates are almost never fitted.

While the vehicle hull is pressure-tight, life support consists of an oxygen bottle and CO^2 scrubber in the ceiling; the belter bus cannot repressurize itself. When hauling materials, it is common for the driver to wear a vacc suit and not bother to close the door (called "running with the top down"). The standard vehicle configuration has two side doors forward on port and starboard (driver's and passenger's) sides, and a single top-hinged rear cargo door. There are recessed cargo tiedowns on the interior surfaces of the cargobox, and fold-down bench seats along the walls. Rated capacity (see below) is two persons up front plus two tons of cargo or eight passenters in back. Cargo must be carefully positioned for optimum balance and maximum effeciency.

Controls and instruments are rudimentary: a pistolgrip joystick for thrust control, and relative position sensors with a small screen display, plus a few idiot lights for such things as **Change Thrust Cartridge, Low O^2,** and so forth. The primary control is the thrust response dial (called for historical reasons the "Dash-Pot"), which sets the amount of thrust delivered for a given motion of the pistol grip. This control is not supposed to be used for extra speed — though of course it can be, and is — but to give the same control response with differing loads.

Remember that the skyvan's thrust is in fractions of a newton, so loading is very important to handling; the rated load capacities are designed to give a comfortable margin of control. If the vehicle is overloaded (as they very often are, especially on construction sites and the like) the controls will start responding as if shot with novocaine. The thrusters cannot practically get the vehicle to a dangerous velocity, but a van without a couple of bashed fenders is unheard-of.

Because they are so cheap, there is no hesitation about modifying these volks-cutters to better serve their intended uses. Very often the modifications destroy the pressure integrity of the hull; in this case, the oxygen bottle is ripped out, and the driver works suited. Think of the things that have been done with earth vans, both practical and silly, and you'll get the idea.

Overall dimensions are 2.5 m high, 2.5 m wide, 4 m long. Price Cr5,000 new (used prices vary widely). Tech level 7.

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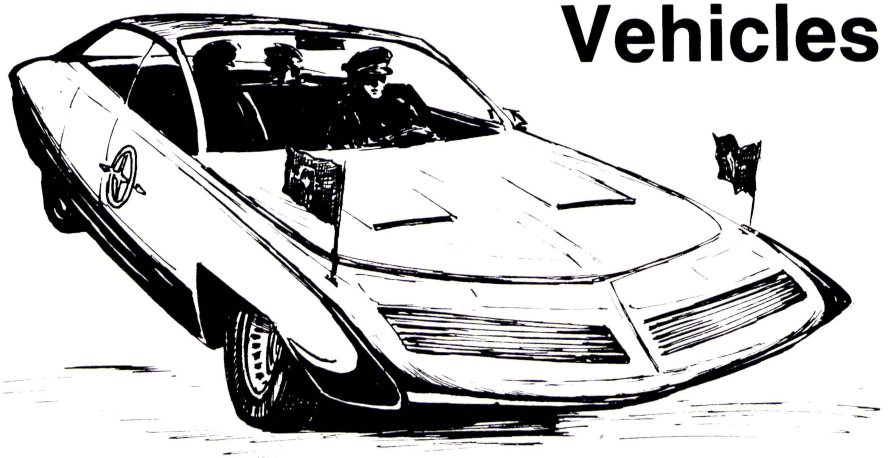

The vehicle design rules presented in *Striker* provide for the design of anything and everything from a light armored car to a grav tank, and can be used with equal ease for civilian exploration or military vehicles. This broad range of options makes the vehicle design sequence a useful option for **Traveller,** as well as its *Striker* applications.

But *Striker* is primarily oriented towards military, rather than civilian vehicles. As a result, the design system is rather more appropriate to tanks than it is to Volkswagens. This doesn't matter in *Striker* . . . the last time automobiles were of military importance was during the Battle of the Marne, and I don't think the designers of *Striker* can be faulted for leaving out rules on taxis.

Traveller players who want to sample the interesting possibilities of *Striker* vehicles will, however, notice the bias somewhat more. On most worlds, it is considered bad taste to tool down the street in a tank, and even an armored personnel carrier will draw stares. For the typical **Traveller** player, it becomes much more important to be able to design non-military vehicles for incorporation into a campaign.

To do this, we need to take a brief look at the *Striker* rules, making a few special changes that allow non-military vehicles to be designed most effectively.

AUTOMOBILES

Striker effectively handles everything down to the size of a contemporary van without difficulty. It is below this that anomalies begin to crop up.

Very few changes need be made for the introduction of automobiles (and their futuristic successors, such as air/rafts). In some cases, all that is needed is an alteration of outlook, rather than a rules change. For example, many people might be startled at this contention: an automobile can have a turret. This is the truth, however, if you look at it correctly. The passenger area of a car can be designated as a turret. It will measure the same width as the car itself, about half (sometimes – say for a station wagon, more than half) the length, and usually about .5 meters in

height. Designed in this fashion, the automobile is quite plausibly derived from the standard *Striker* system.

The power plant for an automobile tends to be smaller than that of a military vehicle. Power plants smaller than 1 m^3 should be allowed. Recommended automobile power plant sizes are .25 m^3 to .75 m^3.

Armor – usually soft steel, except in special cases – should be provided. "Turrets," however, should remain unarmored.

Finally, the rules against fractional cargo space should be suspended. (Anyone who has tried to pack groceries into a Volkswagen will tell you why.)

Naturally, 90 percent of the steps in the *Striker* design sequence are meaningless to automobiles. One thing to keep in mind, however, is the area of electronics. Some electronics gear may be installed in a car or air/raft. Radio is, of course, an excellent possibility; this would be the equivalent of a CB or radiotelephone. Small on-board minicomputers are beginning to be a part of cars too, and it is likely that this trend will continue. Today, these gadgets are mostly diagnostic – they can check the car and warn you of trouble. Eventually civilian vehicles might be equipped with a minicomputer, radar, and radio, which can function together as an autopilot, or hook into a sophisticated urban traffic control system to reduce the hazards of city driving. Exact rules for the introduction of such things is in the hands of the referee. Remember that touches like this can be excellent in creating the image of life at higher tech levels, a gap in many **Traveller** games.

CYCLES

Even smaller than automobiles are motorcycles (and grav cycles, at higher tech levels). To design these versatile little vehicles, additional changes and special interpretations of *Striker* rules must be introduced.

Chassis Dimensions: In a cycle, the proportions between length and width can be up to 5-1, rather than 2.5-1. Typical widths are .2, .3, or .4 meters; lengths rarely run over 1.7 meters, and height is never more than 1 meter.

Suspension: Suspensions on motorcycles take up a large proportion of the total volume of a vehicle. At least 50 percent of the width should be given over to suspensions, and 60 - 75 percent is not beyond reason.

Power Plants: Motorcycle engines are very small. Power plant outputs of .01, .025 and .075 are common, depending on size and the performance desired. Similar ratios hold true with plants operating grav drives.

Armor: No armor is provided in cycles. An armor value of 1 is automatically provided, but this is only applicable if the rider is dismounted and using the cycle as a screen.

Passengers: A driver and one passenger may be carried on standard cycles. They are not provided for in the vehicle's volume (they ride on it, not in it); their weights, however, should be counted towards total vehicle weight when calculating ground pressure and power to weight ratios or weight to be offset by grav plates. For simplicity's sake, use 100 kgs per person (this can also apply towards equipment each is carrying).

SIDECARS, TOWING, AND OTHER SPECIAL POINTS

"Vehicles" can be designed without engines, to increase interior capacity. A small engineless vehicle might be a motorcycle sidecar; a larger one could become a cargo trailer or a camper. Such vehicles are designed strictly according to standard rules, but need not be provided with power plants or

transmissions. They can be temporarily or permanently linked to a vehicle with power. Add weights together, and derive information on speeds based on this combined figure.

Here are some sample vehicles:

Motorcycle with Sidecar (Tech level 6)

The vehicle has a crew of one, and carries one passenger in an open-topped sidecar. It mounts no weaponry (though a light machinegun or other suitable weapon could be mounted in the sidecar, if desired.

Height: .9 m. *Width:* .3 m (plus sidecar, .9 m). *Length:* 1.4 m. *Total Volume:* 1.62 m^3. *Weight:* .49 tons. *Price:* Cr502.

Movement: Road speed, 90 kph/75 cm; cross country, 27 kph/22 cm.

Movement Effects on Fire: No fire possible.

Armor: Motorcycle, all faces 1; sidecar, all faces, 1.

Target Size DMs: +1 low.

Equipment: .1 ton capacity sidecar.

Power: .0125 megawatt improved internal combustion power plant consumes 3.125 liters of fuel per hour; fuel capacity is 25 liters, enough for 8 hours.

Weapons: none.

Motorcycle (tech level 7)

The vehicle has a crew of one, and mounts no weaponry.

Height: 1 m. *Width:* .3 m. *Length:* 1.6 m. *Total Volume:* .48 m^3. *Weight:* .453 tons. *Price:* Cr755.

Movement: Road speed, 141 kph/117.5 cm; cross country, 42 kph/35 cm.

Movement Effects on Fire: No fire possible.

Armor: All faces, 1 (see text).

Target Size DMs: +1 low.

Equipment: None.

Power Plant: .03 megawatt gas turbine power plant consumes 7.5 liters fuel per hour; fuel

Equipment: Cargo capacity .5 m^3.

Power: .0875 megawatt improved internal combustion power plant consumes 22 liters fuel per hour; fuel capacity is 110 liters, enough for 5 hours.

Weapons: None.

FURTHER NOTES

capacity is 60 liters, enough for 8 hours.

Weapons: None.

Grav Cycle (tech level 10)

The vehicle has a crew of 1 and mounts no weapons. *Height:* 1 m. *Width:* .4 m. *Length:* 1.8 m. *Total Volume:* .72 m^3. *Weight:* .884 tons. *Price:* Cr48,000.

Movement: Maximum, 2000 kph/1666 cm; cruise, 1500 kph/1259 cm; NOE, 140 kph/117 cm.

Movement Effects on Fire: No fire possible.

Armor: All faces, 1 (see text).

Target Size DMs: +1 low.

Equipment: Tech 10 avionics; 50 power radio.

Power Plant: .3 megawatt fusion power plant consumes .225 liters of fuel per hour; fuel capacity is 100 liters, enough for 445 hours.

Weapons: None.

Ground Car (tech level 6)

The vehicle has a crew of one (driver) and can carry up to 4 passengers. It mounts no weapons.

Height: 1 m (plus passenger section "turret", .5 m). *Width:* 1.7 m. *Length:* 3.5 m. *Total Volume:* 5.97 m^3. *Weight:* 2.2175 tons. *Price:* Cr2036.

Movement: Road speed, 122 kph/102 cm; cross country, 24 kph/20 cm.

Movement effects on Fire: No fire possible.

Armor: Chassis, all faces, 1; "turret", all faces, 0.

Target Size Dms: +1 low.

Equipment: Cargo capacity .5 m^3.

Power: .0875 megawatt improved internal combustion power plant consumes 22 liters fuel per hour; fuel capacity is 110 liters, enough for 5 hours.

Weapons: None.

FURTHER NOTES

In many cases, weaponry (usually lightweight support weapons) can be mounted. Grav cycles can be given a fixed, forward-firing weapons mount, which the driver can fire.

The armor values marked "See text" above show the armor value of the vehicle when used as a barrier. It has no value when the driver or passenger is fired upon while riding it.

To sum things up, here is a way of designing a variety of new vehicles. The **Traveller** player may find them useful for adventuring; the *Striker* player should not neglect incorporation of staff cars, motorcycle or gravcycle scouts, or civilian vehicles encountered in a battle zone. Vehicles such as these abound in the real world, they should be equally common (albeit in unusual guises) in the many worlds of the future.

– J. Andrew Keith

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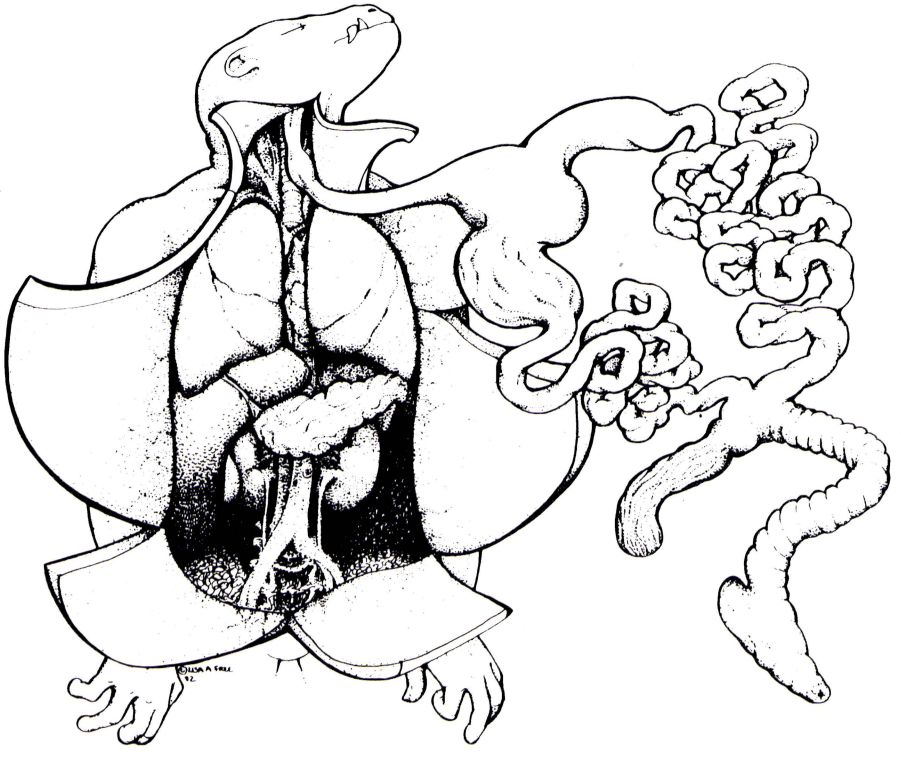

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Aces & Eights

Amber Zone

Players' Information:

While waiting for transport off-world, the group is approached by a representative of Firenze Ltd., a corporation specializing in the pleasures of the wealthy. He offers them high passage and the opportunity to make some money on the trip, if they will do the line a discreet service.

The representative explains that a professional gambler aboard the *Domine Allegro,* a Firenze luxury liner and gambling ship, is suspected of cheating — but no proof of this exists. Rather than create a scene — not to mention the possibility of a lawsuit for false accusation — the line is hiring persons, a few at each of the ship's ports of call, to play against the suspect, both to look for signs of cheating and to keep the line's regular customers from being fleeced. (Professional gamblers are considered to have a perfect right to earn their living; cheats are not.)

Firenze Ltd. will provide high passages for all members of the party, plus Cr10,000 per person in gambling chips. The players will not be permitted

to cash these chips; at the end of the trip, the line will collect them. The original stake will be deducted, and any amount left over (i. e., the winnings) the players may keep; their losses will be forgiven. It's a literalization of the old gambler's axiom: you can't lose playing with the house's money.

Referee's Information:

When the players board the Domine Allegro, each will find a case in his or her stateroom containing KCr10 in Firenze Casinos Division chips and a photograph of the suspected gambler. They will have no trouble locating him, as he spends every waking hour on the casino floor, even taking his meals at the poker table.

This person is Sergeant-Major (retired) Oberon Prester, late of the 1188th "Aces and Eights" Lift Infantry Brigade. Long service infantry veterans (5+ terms) may remember that the 1188th no longer exists, having been all but destroyed in a poorly remembered engagement. Prester will acknowledge this, but refuse to discuss the incident any further.

The sergeant-major is playing continuous hands of five-card stud poker at a five-player table. He does not in fact appear to be cheating — just a damn good poker player (gambling-5, unless one of the players is gambling-4 or better, in which case he will be two skill levels higher than the best player gambler). Despite his skill, his table will always be full (there will never be room for more than two player characters to sit in at any one time); he is a personable, popular fellow, full of stories about every aspect of the brigade's history except its last battle.

He carries at all times a deck of playing cards; the backs bear the regimental insignia, a skeleton hand holding a fan of five cards: the black aces, the black eights, and a face-down hole card. He cannot use the deck in play, since the casino rules (naturally) prohibit any gaming equipment not provided by the house.

Also aboard (and hard to miss) is one Colonel Eugen Semyon, a mercenary commander with an infamous reputation for brutality. This reputation is fully justified, going back to his days as a Sword Worlds NCO — in fact, he is still called "Sergeant Semyon", but never to his face. Semyon is usually accompanied by his XO, Major Gunn (who is quiet and efficient but not a nice person either) and is always surrounded by an "honor guard" of four to six hardcases, in mesh-lined jackets, The liner's crew doesn't like Semyon's presence, but can do nothing about it as long as he breaks no laws.

Semyon's unit is not aboard, though at meals he will be seen discussing plans with Major Gunn. If one of the players is bold/crazy enough to ask for employment, there will be a -4 DM to the reaction roll, with a negative result meaning that two of the guards will be sent around to rough up the applicant when the crew isn't watching.

A few days into the trip, either just before or after jump, one of the poker players, Dolby, will suggest a "friendly", unsupervised game in his stateroom. Prester will accept; the player(s) may accept or decline as they wish.

At this game, Dolby will discover that he has forgotten to pack a deck of cards, and Prester will bring out his souvenir deck. Midway through the second or third hand, Dolby will look closely at the cards, and announce that they are marked. Very rapidly, he will draw a body pistol and pump several tranq rounds into Prester, then gather up the cards, explaining that he is a ship's security officer who has been waiting for evidence that the sergeant-

major was a cheat. He will ask that everyone remain in the room until he can bring back other ship's security officers to take Prester into custody. Dolby will then attempt to leave, alone, before anyone can fully react.

If Dolby is allowed to leave, he will never be seen again aboard ship (he will steal a ship's boat and make his escape) and it will very soon be discovered that one of the "tranquilizer" rounds was actually loaded with nerve toxin, and Sgt-Major Prester is extremely dead. (Only Dolby's first shot was poisoned; the rest are conventional tranqs, and he will not hesitate to shoot anyone trying to prevent his departure.)

Dolby is not, of course, with Firenze Ltd., but with Colonel Semyon; he is a professional killer turned the Colonel's "Special Intelligence Officer"; Dolby isn't his name and this isn't his stateroom. The NPCs in the room will guess something is amiss when Prester is discovered to be dead, Dolby fails to return, or the person whose room key "Dolby" stole returns. If the players are a little slow in picking up on any of this, one of the NPCs can help them out. If no player character was in the game, consider having "Dolby bump into one of them on his way to steal the boat.

Semyon and company are headed for a world one stop after Domine Allegro's next: Malefolge (B-787699-7, Amber) – which happens to be the site of the 1188th's destruction.

Colonel Semyon was hired several

months ago as a striker in a military coup d'etat on Malefolge; a better and certainly more ruthless soldier than his employers, he soon became the de facto ruler of the inhabited areas.

Then he learned of two local legends: that the Aces and Eights were destroyed in a biowar attack by their supposed local allies, the same men who hired the colonel; and (of much more interest) that a complete quarterly payroll for the brigade, Cr20,000,000, was delivered just before the sneak attack. The rumor says that the brigade's survivors (troops like Prester, who were on patrol or detached duty at the time of the attack) hid the money in the mountains.

Semyon located the survivors of the 1188th who still lived on Malefolge, had them "removed", and handed them over to Dolby. Despite Dolby's considerable skill in questioning, he learned very little: only that the deck of cards is somehow the key to locating the money. Semyon is not certain how to use the cards, but he has plenty of time to find out, unless the players interfere.

The black aces and eights in the deck contain radiopaque inserts that will show up as black lines in an xray picture. Meaningless separately, when the four cards are stacked with the backs aligned, the lines will overlay into a map.

The map is incomplete, however. A fifth "hole card" is needed, which is not in Prester's deck.

The fifth card, a joker, is in the possession of the one survivor on Malefolge Semyon does not know of: Captain Fell, the 1188th Intelligence Officer, who designed the plan to hide the money. He has completely changed his identity (and his fellow soldiers died without betraying him). He is deeply involved in an underground movement to free Malefolge from dictatorship in general, and now Colonel Semyon in particular. The money would be helpful to the movement, and Fell sent a signal several months ago calling the card-carrier in. It was his bad luck that 1) Semyon learned too much, and 2) ownership of the deck passed to someone as careless as Prester (not Fell's original choice).

The original offer of employment by Firenze Ltd. was legitimate. Remember that the free passage extends only to the next stop; passage to Malefolge must be arranged/paid for by the players, and Firenze Ltd. will not be eager to have them on the *Domine Allegro* (which carries no low passengers) after sgt-major Prester's murder, for which the group may be held as material witnesses.

Other problems include leaving Malefolge Starport without the notice of Semyon's police; making contact with Captain Fell and the Malefolge underground; and getting MCr20 out of the mountains and past the Colonel's forces.

A final note: if the players do not make a profit gambling aboard ship, it will probably occur to them to conceal some of their chips and claim to have lost them, then cash them in at some other Firenze Ltd. shipboard or dirtside casino.

Every chip contains a printed tracer circuit. Chips carried off the ship pass through an electronic field that destroys this circuit; inerted chips cannot be cashed. (Present-day casinos mark any gambling equipment carried out as souvenirs, to prevent its being altered for cheating purposes.)

Any player who is gambling-3 or better will know of this system, and know better than to try and beat it. Non-professionals should be allowed to try, with appropriate results.

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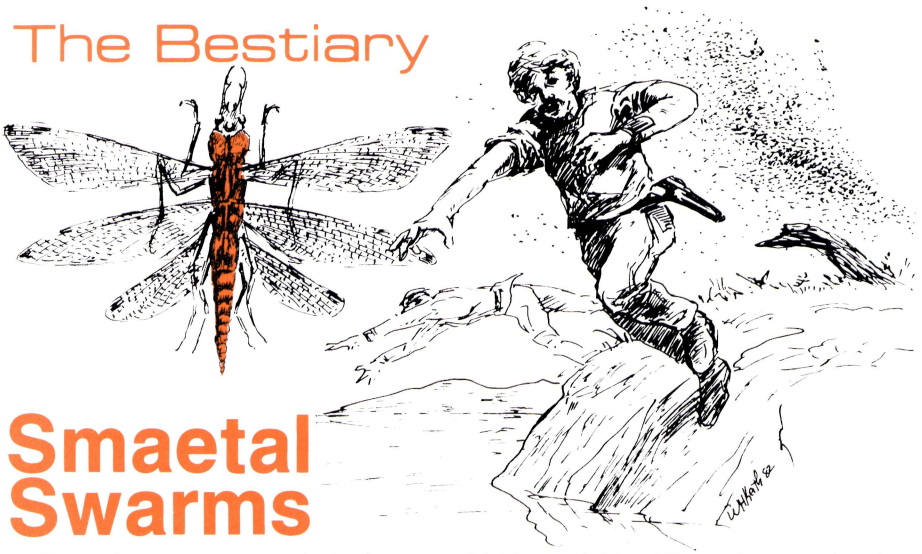

Smaetal Swarms

Smaetal swarmers, popularly known as "smaets", minnies, and pirhana bugs, are an extremely small, flying life form native to Smaeta, near the Imperial core, but now found infrequently on countless humid, tropical environments on worlds across the Imperium. They are commonly spread by tramp freighters and merchant vessels carrying consignments of tropical fruit, and control of these and similar pests is a major concern of port and customs officials everywhere.

Each adult smaet weighs less than .1 gram, and has a wingspan of less than 1 centimeter. They are generally encountered as an upright, pillar-shaped cloud, about 2 meters tall, which drifts along just above the ground. One cloud may contain over 50,000 individuals.

Smaets have a rather complicated reproductive cycle. The eggs, which are laid by the thousands on unripe fruit, seem to mature and develop as the fruit ripens, drawing on the fruit's internal chemistry in some fashion. Various methods of preserving or delaying the ripening of the fruit seem only to delay the maturation of the eggs.The actual incubation period is uncertain, and highly variable. When the eggs hatch, the tiny, winged reproductive phase of the creature burrows out, and joins the local, rapidly growing swarm.

Smaets are carnivores. The cloud will approach any homeothermic life form of more than about 50 kg mass at the speed of a man's run. A single bite is no more than an annoying pinprick, but thousands of bites in the space of a few moments can be deadly, and smaets are classified as dangerous life forms.

After several feedings over a lifetime of a few weeks, the smaet cloud begins to break up as individual creatures die. For some reason yet unknown, some seventy to ninety individuals in each cloud survive the swarm's death. They attach themselves to the exposed roots of certain fruit trees, shed their wings, and begin burrowing into the roots. After an uncertain period of time, the smaet enters a metamorphic pupal stage, buried within the tree's root.

After as long as ten years, the organism emerges as a clumsy, winged creature which proceeds to lay hundreds of eggs on the soft portions of the tree, the leaves, flowers, ripening fruit, etc. This egg-laying form does not eat, and

lives only long enough to lay its eggs. If the eggs are laid on a soft-skinned fruit, the smaet will be able to deposit eggs just under the skin, and they will be practically undetectable.

It is believed that the swarming phase of the smaet life cycle is when genetic material is exchanged. Smaets appear to be bisexual, but the nature of gene exchange is not clearly established. Understandably, there has been some difficulty observing this life form closely enough to ascertain details of reproduction.

The primary means by which these creatures spread from world to world is in uninspected or improperly inspected cargoes of fruit, usually sof-skinned tropical varieties, such as sasthmandra, corybellum, banana, opaldew, and kung-fruit. Except for those planets where smaetal swarms have established themselves within the local ecology, they are most often encountered in starship holds or starport storage areas, where shipments of fruit from infested worlds have ripened and released their unsuspected riders. Fortunately, such encounters are rare. Stern quarantine laws exist against fruit from worlds known to harbor this pest; shipments are carefully inspected (where they are permitted at all); and stiff penalties are laid upon smugglers. A brisk illegal business continues on several planets where opaldew and aureorb have been outlawed.

Attacks by a smaetal swarm cause 2D damage per turn. Individual rolls are made against every character which occupies the same area as the swarm. They can be avoided by jumping into water or running through fire or thick smoke. Torches confuse them. Though they will attack a man carrying a torch or burning brand, they will inflict only 1D damage per turn. Each turn, the character may throw 2D to see if the torch breaks up the swarm long enough

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for that character to escape (throw 9+ to do so). Smaets can pursue a human as fast as he can run, and for as long.

Persons partially protected by armor will suffer only 1D damage points each round they are attacked, but most types of armor will not completely protect an individual. Only characters in completely self-contained environments (vacc suits, combat armor, battle dress, or sealed combat environment suits) will be completely safe from smaetal attacks. They take no damage. Note, however, that persons have been known to suffer accidents due to vision impairment when a swarm attacked, due to their faceplate being covered by the creatures. In addition, if any opening or hole exists in such armor, the swarm will eventually find it, and the protection provided becomes partial rather than full.

Weapons such as lasers or slug throwers are useless against smaetal swarms, because of their numbers. Unfortunately, those weapons best able to disperse a swarm (grenades, wide beam plasma guns, flame throwers and the like) are inappropriate for use within the confines of a starship hold or starship terminal. Vacuum, jets of water, or blasts from CO^2 fire extinguishers have been known to control them in close quarters. The eggs have thus far proven immune to all common ovicidal techniques, including fumigation and irradiation.

As smaetal swarms have spread from world to world, genetic drift has created wildly divergent species. Common variations include increased size of the swarming members (wingspan up to 8 cm on Tahauri), and poisonous or hyperallergenic stings (on Drenghai, Moloaku, and others). Extreme caution must be exercised whenever swarming smaets are encountered.

— *William H. Keith, Jr*

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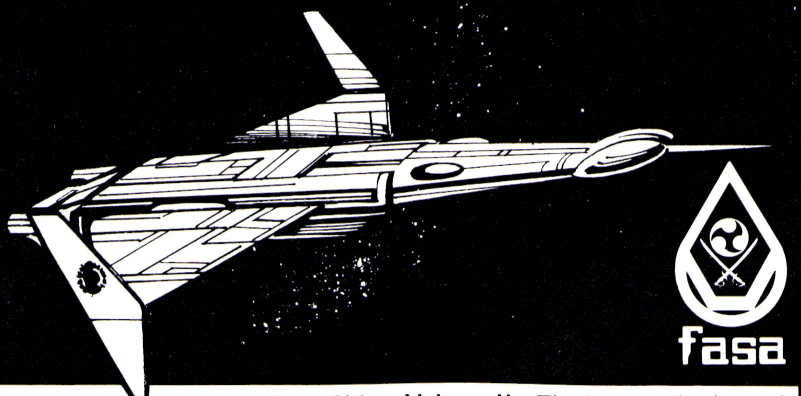

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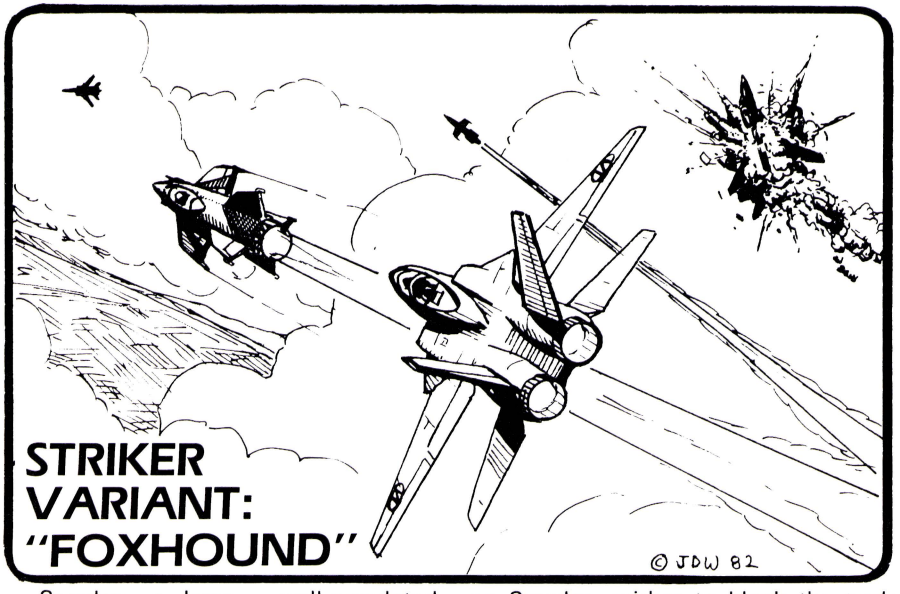


STRIKER VARIANT: "FOXHOUND"

Sverdan, a large, well-populated world, has been approached by Rhyon Industries Inc. and invited to join in the formation of a union for the expansion of interstellar trade and the promotion of rapid tech level advancement for the member planets. Though economically well off, Sverdan's inhabitants are prone to war with each other. Several governments of equal power exist and maintain armed forces. The country of Swai'd, largest of these, plans to accept the offer in the name of the planet, but hopes to use the TL gains to create an unbeatable military, and rule the planet. Rhyon Industries cares nothing about planetside politics beyond wanting a single governmental entity to deal with.

The poor, seldom used type D starport located in neutral territory has been chosen as the site for the signing of the trade deal. Though all countries were invited to attend, few of them will send representatives. It has been announced that the dictator of Swai'd will attend personally, carried from Swai'd's capital to the starport in a convoy of GCarriers escorted by three deadly starfighters, provided by Rhyon.

Ishmi'al, a small but powerful nation on Sverdan, wishes to block the trade deal in order to prevent Swai'd's dictator from conquering the world, and is willing to start a war to do so. Having discovered that the diplomatic convoy will pass close to its borders, Ishmi'al has opted to use its advanced jet fighters to intercept and kill the dictator.The problem it faces, however, is that the three escorting starfighters could destroy any reasonable attack force, since no weapon in the arsenal of the air force could penetrate the advanced composite metal hulls of the starfighters. A rival corporation, hoping to break the potential monopoly, has agreed to help Ishi'al by providing it with advanced weapons, including 24 "Gyrfalcon" hypervelocity missiles normally used in space combat. A strike group of 12 swing-wing, twin engined "Foxhound" jets modified to carry the missiles will attempt to intercept the convoy.

The convoy consists of eight GCarriers armed with twin LMGs in a cupola. The escort consists of three surplus rampart fighters, each equipped with a beam laser. The following rules are adapted from *Striker* Book 2 with slight modifications. Players can take the part

of the jet fighter pilots or the starfighter pilots. Only the referee should know which GCarrier actually contains the dictator.

SET-UP

The convoy, escort, and intercepting jets will all start in the high mode. Throughout the battle, there are two ranges that should be considered; close and long. On the first turn, the jets are automatically at long range. After that, the procedure for determining range is as follows: the GCarriers must stay together at all times and are the center-point for range consideration. The jets have the option to remain at long range or move in to close range. The jets (and the starfighters) need not remain together and some may close while others remain at long range. The jets may change range at the beginning of each turn before dogfights and combats are resolved. After the jets have decided their range the three starfighters may choose to remain close to the convoy or move out to long range. In addition, the starfighters have a third option (available only to them), that of moving out to extreme range. Since starfighters are space-capable and do not rely on airfoils for lift, they need not remain in the denser atmosphere with the jets, but may streak up to the higher atmosphere and swoop down into the battle.

DOGFIGHTING

Only vehicles in the high mode and in the same general range grouping may challenge each other to dogfights. GCarriers may not challange jets. Only jets at close range may challenge the GCarriers and/or any starfighters also at close range. Jets and starfighters at long range may challenge each other. A starfighter at extreme range may not challenge or be challenged.

Special Considerations: Jets may only fire the special missiles at the GCarriers if they are at long range and not involved in a dogfight (i.e., ignoring a challenging starfighter). Jets may fire the missile at starfighters not in the same range band provided the firer is not dogfighting. Jets may only fire the missile at starfighters in the same range grouping provided that both firer and target are in the long band, and neither is actively dogfighting. Since GCarriers cannot challenge, they can employ their gun turret offensively if they are challenged by a jet and manage to get the advantage (not likely), otherwise they may fire defensively only at an attacking jet. In addition to the special missile, the jets also have a 2cm autocannon and 2 IR homing missiles. These weapons may only be fired by a dogfighting jet which wins the advantage against a high target. As GCarriers can be encountered in terrain-following or nap-of-the-earth modes, or stationary, jets may attack these by strafing with the 2cm autocannon. This is the only other way that a jet can employ its autocannon. The IR missiles may only be used against high targets. GCarriers may defend against strafing attacks.

LASER FIRE

The starfighters are equipped with beam lasers and advanced fire control and target acquisition sensors which allow them to fire from any range band to any other. A starfighter that is not dogfighting or is ignoring its challenger may fire at any target in the same range band that does not have an advantage over it. It may fire at any target in a different range band that is not dogfighting. Additionally, starfighters at extreme range may fire defensively at incoming missiles.

MOVEMENT

Tabletop movement need not be

considered, as the arbitrary range system in **Traveller** Book 1 will work well enough. Any starfighter that moves from close or long to extreme range may not fire that turn, as it is climbing straight up. The GCarriers do not have to stay in the high mode, but may head for orbit or may run for the trees. If the ref wishes to keep track of them, the GCarriers may be split, some climbing, some diving, etc. Regardless of which way they go, they are still considered the centerpoint of the action, and any jets dogfighting or strafing them are at close range. It will take the GCarriers about thirty turns to reach an altitude to which the jets cannot climb. When this happens, the jets may still fire their missiles at them, but may not dogfight them. It will generally take about 2D turns for the GCarriers to descend out of the high mode, after which the fighters may only strafe them.

COMBAT

The special missile and the lasers are the only stand-off weapons that allow vehicles in different range bands to shoot each other. Lasers and, in special cases, the missile may be used against targets in the same band in a stand-off mode. Otherwise, firing will occur only as a result of dogfighting or strafing and the associated defensive fire.

Although starfighters cannot be shot down by autocannons or IR homing missiles, these weapons may inflict damage to such external items as antennae, viewports, sensors, and so on.

Fire should be resolved as follows:

Stand-off Fire: Laser fire first, then missiles. (Jets which are shot down by laser fire will not be able to fire missiles.)

Offensive and Defensive Fire in Dogfights: All results are simultaneous, and all shots are considered at long range.

Strafing and Fire against Strafing Attacks: All results are simultaneous.

MULTIPLE DOGFIGHTING

Up to three individual jets or starfighters may challenge a single opponent. Separate rolls are made for each challenge, so it is possible for the outnumbered opponent to gain the advantage over all, some, or none of his attackers. He may fire only at one and may be fired at by all who gain the advantage over him. Multiple dogfights may not occur until all vehicles of one side in the same range band have been challenged and some uncommitted forces remain. These vehicles may then move to create multiple dogfights.

Combat resolution and advantage determination are per *Striker,* Book 2. All *Striker* rules not herein superseded apply.

EQUIPMENT STATISTICS

The statistics given below are sufficient to permit play of this variant. Only the Foxhound is given in complete detail.

Standard GCarrier

As per *Striker,* Book 3, page 29, with the addition of two LMGs mounted in a cupola on the chassis deck, and equipped with tech level 7 fire control.

Weapon: Twin tech level 6 light machineguns as described on the crew served weapons table of *Striker* Book 3.

Rampart Starfighter

This craft carries a crew of 1 and no passengers. It has an armor rating of 60 all-around, and mounts a 250 mw beam laser in a fixed, forward-firing mount. This weapon always fired at effective range, and has a penetration of 75, with full effect against jets.

Weight: 50 tons.

Speed: Maximum, 3840 kph/3200 cm; Cruise, 2880 kph/2400 cm; NOE, 40 kph/33 cm.

Agility: 0.

Foxhound Atmospheric Fighter

This vehicle carries a crew of two (pilot and radar operator) and no cargo. It contains two complex cockpits with ejection seats, two 500 power radios, and a 300 power target acquisiti

Foxhound Atmospheric Fighter

This vehicle carries a crew of two (pilot and radar operator) and no cargo. It contains two complex cockpits with ejection seats, two 500 power radios, and a 300 power target acquisition radar with extensive ECM. Thrust is provided by two high performance turbofans with reheat. It carries five tons of fuel internally, and has mounts for two one-ton drop tanks.

Weight: 20 tons.

Thrust: 32 tons

G-rating: 1.6 empty, 1.4 loaded.

Speed: Empty maximum, 1628 kph/1356 cm; loaded maximum, 1462 kph/ 1218 cm; empty cruising, 1221 kph/1017 cm; loaded cruising, 1096 kph/913 cm; empty minimum, 280 kph/233 cm.

Agility: 10 empty, 9 loaded.

Turns: 79°.

Damage: 200.

Fuel Use: 1920/hour.

Endurance: 3.6 hours.

Range: 4396km empty, 3946km loaded.

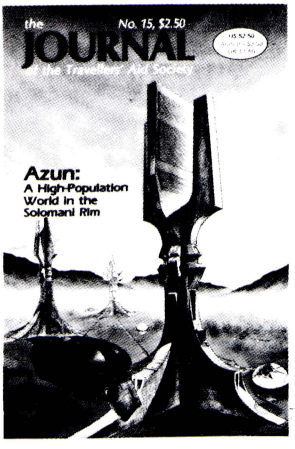
Weapons: One six-barrelled auto cannon with electric action, with 1135 rounds of KEAP ammo carried internally, two externally mounted launch rails for short range IR homing missiles, and two specially constructed launch rails for the Gyrfalcon missiles.

Auto Cannon: This weapon uses tech level 7 fire control, and has a ROF of 150 per burst, and two bursts per turn. Penetration is 15, autofire bonus at long/effective range +4/+5, targets 1 vehicle or 15 personnel per burst.

IR Homing Missiles: High performance missiles, with a range of 5 km, 6cm warhead (HE), contact penetration 11, fragmentation penetration 2 (use for near miss) bonus +1.

Gyrfalcon Missile: A hypervelocity 25cm high performance target designated missile, using the target acquisition radar aboard the Foxhound as its designator. The missile carries a 4kg warhead and a 2kg guidance section utilizing a 200 power radio. It carries 705kg of fuel, giving it an atmospheric range of 200km. Its penetration is 65, and its performance bonus +2.

— J. D. Webster



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Azun: Marc Miller examines this heavily populated world in the Solomani Rim.

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Since last issue we've released a bushel of new titles for **Traveller**: *The Traveller Book, Solomani Rim, Prison Planet and Divine Intervention/Night of Conquest* were summer/fall releases, while *Library Data (N-Z)* should be making its appearance soon after you read this, and *The Traveller Adventure* should be out shortly after that.

The Traveller Adventure is a hardcover volume of new adventure material built around a series of scenarios in which a vargr and his search for the meaning of a mysterious brooch play an important role. The second volume of *Library Data,* Supplement 11, finally completes the encyclopedia of **Traveller** knowledge begun in Supplement 8 last year.

Several other titles are either in preparation or under consideration for inclusion in the **Traveller** series: *Secret of the Ancients, The Traveller Alien* (hardcover), and *Safari Ship.*

Outside of **Traveller,** we're putting the finishing touches on a mobster game called *The Brotherhood,* originally designed by Hall-of-Famer John Hill. We also have *Red Army,* a division/corps level game of the Soviet summer offensive in Byelorussia, 1944.

Speaking of the Hall of Fame, congratulations are due to Marc Miller for his induction at Origins. *Tacforce* won the HG Wells Award for all-time best miniatures rules for Twentieth century land battles, and *A House Divided* won the Award for Best Pre-20th century Boardgame. Martian Metal's **Traveller** line won for Best Fantasy/Science Fiction miniatures, and as Loren no doubt mentioned in his editorial this issue, the Journal copped its third HG Wells for Best Magazine covering Role-playing. How many plaques on your wall now, Loren?

Work progresses here on software for **Traveller.** The Workshop will show its first computer games (boardgames like *Asteroid* converted to play on Apple II) in Janurary at the annual Hobby Industry trade show in Anaheim. Later in 1983, we hope to begin releasing a series of highly sophisticated character-generation, record-keeping, and adventure programs for **Traveller.** *Initial releases will be for 48k Apple II; future versions will be for Atari 800. All will be on 5-inch floppies.*

The Christmas season will see an abundance of free GDW games given away by participating retailers during GDW's Great Games Giveaway. Customers can enter the lucky drawings every time they purchase a boxed GDW game from a participating retail outlet. Prizes, drawing dates, and other details may vary from store to store, so check with your favorite shop for more information.

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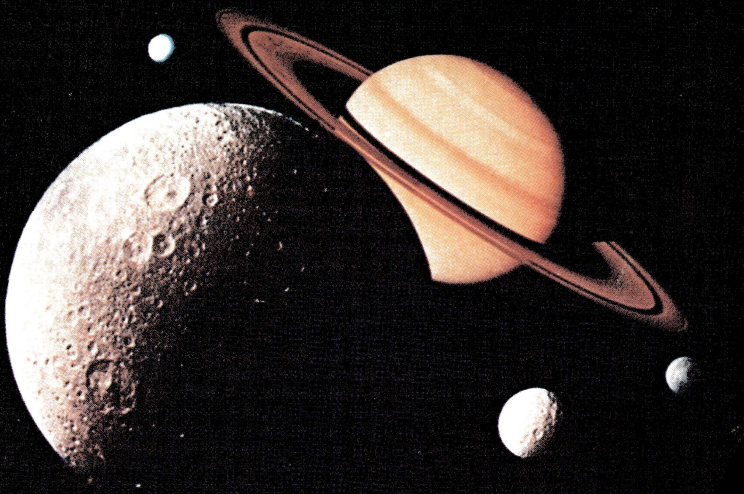

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